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THE GAMING MAGAZINE • 36

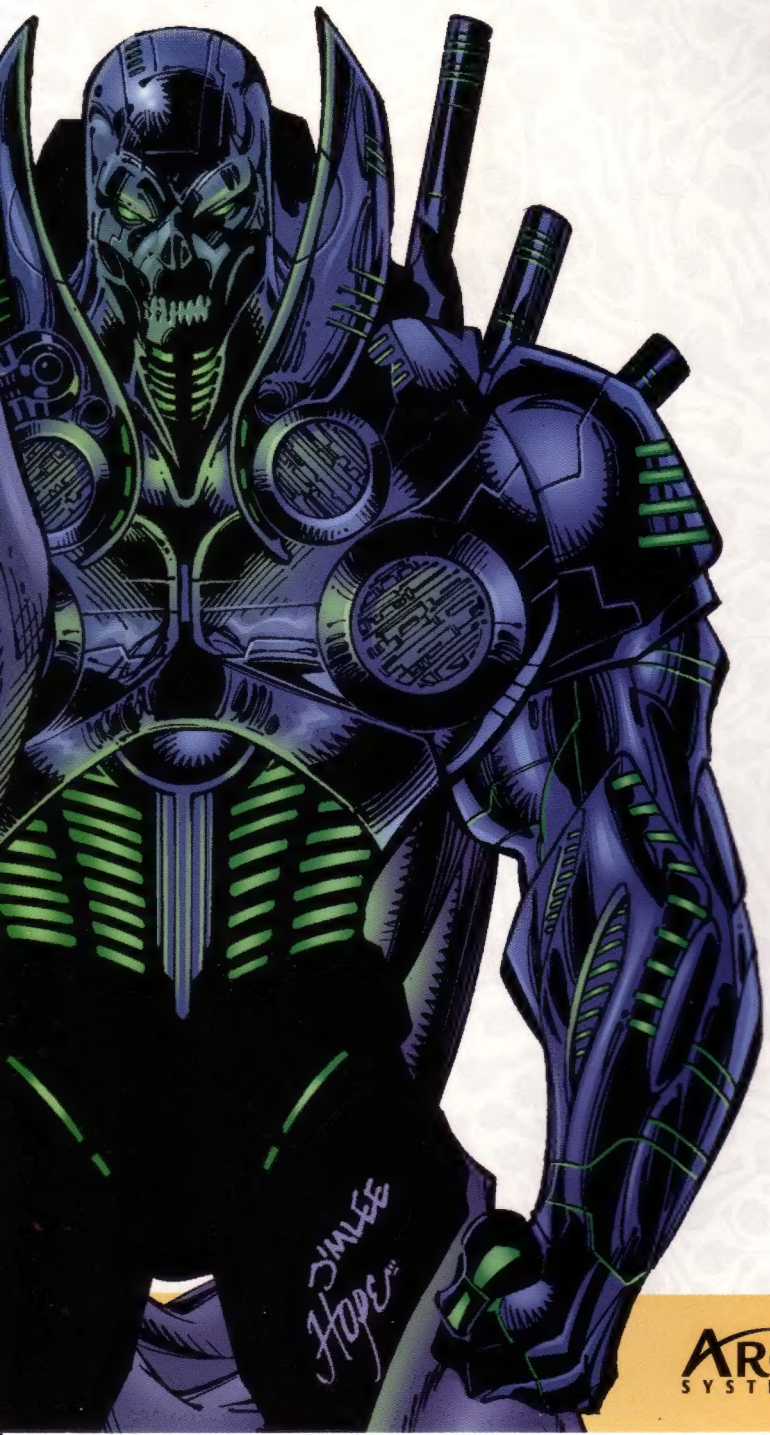


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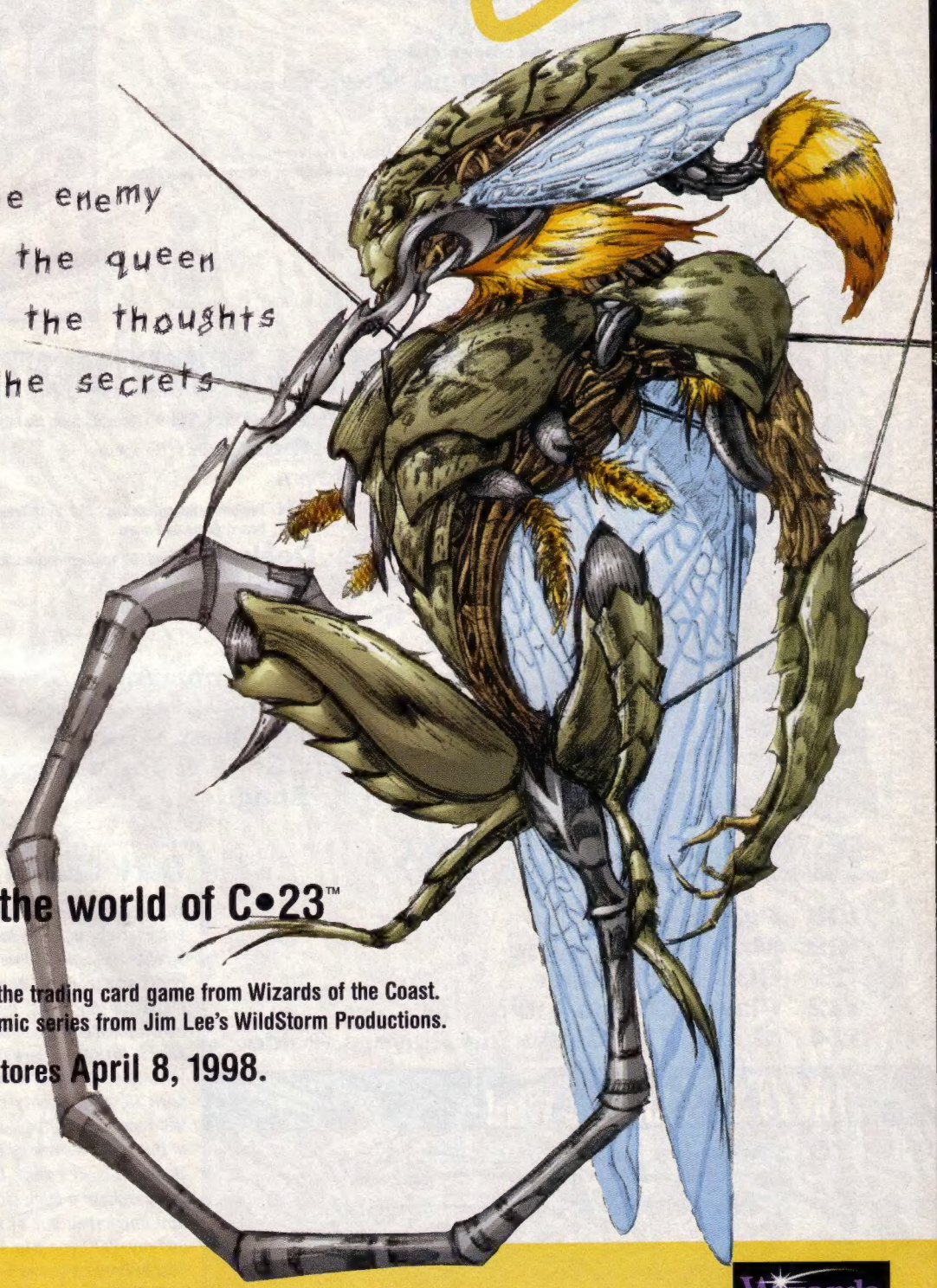
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INsideQUEST

FEATURES

32 King of the Mountain By Rich Lipman, Alex Shvartsman, Jeremy Smith and the *InQuest* staff.
InQuest *crowns the top 10* Magic *decks of all time.*

40 Cover Girls By the *InQuest* staff.
InQuest *turns fans' favorite covers into cards.*

46 Riddle Me This By Rick Swan.
Perplexing your PCs with puzzles, ciphers and riddles.

52 So You Think You Know *Magic*? By Alex Shvartsman and the *InQuest* staff.
Are you a mana maven or moron? Test your* Magic *IQ.

72 Contest of Champions III Artwork by Brian Douglas Ahern.
Gaming characters and creatures square off in the Third Annual* InQuest *Invitational Tournament.

80 *IQ* Theater Photos by Paul Schiraldi.
CCG cards come to life in a most disturbing way.

88 *InQuest* Fan Awards By the *InQuest* staff.
Readers pick 1997's best games.

90 Into the Exile Zone Artwork by Paul Butler and Allen G. Douglas.
InQuest*'s first-ever roleplaying adventure.*





On the Cover
This month's dynamic "Dark Citadel" painting by Ed Beard Jr. is actually a secret contest. See the box at the bottom of the page for details.

COLUMNS & DEPARTMENTS

4 Behind the Lines *Thoughts from the* InQuest *staff.*
6 InQuisition *Letters to the editors.*
12 *IQ* News
22 On Deck *Reviewing* Hercules/Xena *RPG,* Star Trek: Fajo Collection, Babylon 5 *board game and more...*
54 Killer Decks Magic *and* L5R *tournament decks.*
58 Dead Man's Hand
60 Stumpers
62 House Rules
64 Creative Campaigning *Tips for GMs.*
66 Basic Training Star Trek: First Contact *CCG.*
102 Treasure Chest *Cool game stuff.*
150 Shows, Cons & Tournaments
152 Swan Song

PRICE & PLAYERS GUIDES

108 Price Guide Intro
109 Magic Price Guide
118 CCG Price Guide
122 Players Guide Intro
124 Magic: The Gathering Players Guide

CONTESTS Enter & Win!

70 Show us your Stronghold *Send us a picture of your* Magic*-decorated room or hangout and win a complete set of* Stronghold*!*

106 Slave for a Day *Why would you make a great slave? Best answer wins a free trip to Dragon•Con, September '98.*

Dark Citadel Contest

You need to find these 12 hidden items on the cover: diamond, grail, hammer, helm, ring, shield, skull, spear, sword, tome, treasure chest and trumpet. Photocopy the cover; circle all the items; include your name, address and phone number on the back; and send it to* InQuest *Dark Citadel Contest, 151 Wells Ave., Congers, NY 10920. Deadline is April 30, 1998. Twenty-five lucky winners will receive a limited-edition, signed print of this month's cover by Ed Beard Jr. For all those not lucky enough to be selected, you can purchase a Dark Citadel print (signed and numbered out of 2000, measuring 20"-by-24") for $19.95 by contacting Destini Productions at 1-800-887-5772.

CRY HAVOC!



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BEHIND the LINES

Happy Birthday to Us

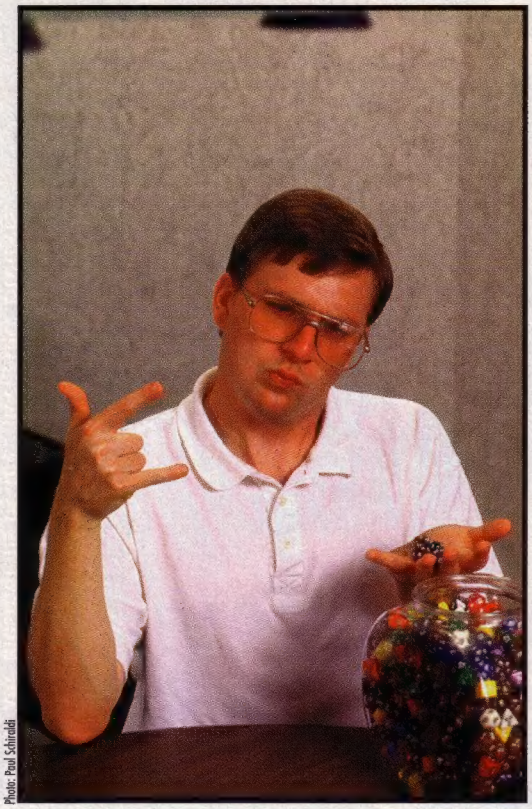


Photo: Paul Schiraldi

We're gonna be lynched by a bunch of animal activists.

That was just one of the worries we had finishing up *InQuest* #1 back in April of 1995. But we got it out the door—the "vampire squeezing a dead bird" cover and 80 pages of magazine. Who would've thought we'd still be going strong three years later? (All right, it's three years give or take a month, for you math-inclined wonders out there.)

As with many things in life, it seems like just yesterday we were scribbling down notes for a "Killer Deck" column and vowing to produce graphics a little better than a well-fed gerbil squatting on typing paper. At the same time, it seems like forever since we sat up that last night before film on *InQuest* #1 went to press, desperately designing pages and praying our bleary eyes were seeing the word *Magic*, and not "midgets," over and over again.

To give you an idea of how time has passed, when *InQuest* was a mere babe *Magic's Fallen Empires* was ruling the scene, news on *Ice Age* hadn't quite reached us and you couldn't sell your grandma for even a whiff of where new cards could be found. (Maybe you can't now either, but at least you can walk into a store and pick some up.) The collectible card game boom was revving up, but only games like *Star Trek: The Next Generation*, *Illuminati* and *Spellfire* were available—no *Middle-earth*, no *Legend of the Five Rings*, no *BattleTech*.

What did *InQuest* look like back then? Yikes! We had enough white space to blind Superman. We were crude—sometimes we threw things together to see what worked—but our philosophy was the same back then as it is today: entertain and educate.

Some mainstays were around then, though. This editor's letter page existed. And back then, we didn't always know what to say either. Our letters pages, "InQuisition," existed, but Rick Swan wasn't writing it, and our *Magic* question-and-answer column, "Stumpers," was a small sidebar thrown in at the end.

"*IQ* News" was a staple, with interesting news stories about some kind of new *Star Wars* collectible card game and how *Magic*'s Fourth Edition was going to clean up the pesky rules questions.

Amazingly enough, "Swan Song" ended the issue. Other than price and players guides, that was it. Everything else you see has evolved over time.

What's my point, assuming I had one to start with? In three years, we've come a long way, made a lot of improvements and delivered (we hope) a magazine that's fun, informative, hard-hitting at times and always a bit goofy. We'll continue along that track for the next three years.

Just think about it. Three years from now is 2001. We'll be in the next century. *InQuest* will be clocking in at issue #72, there'll surely be another unexpected trend in gaming to excite us all... and the animal activists still won't have found us.

Mike Searle, Editor

MASTHEAD

the little elves who make *InQuest*

EDITORIAL

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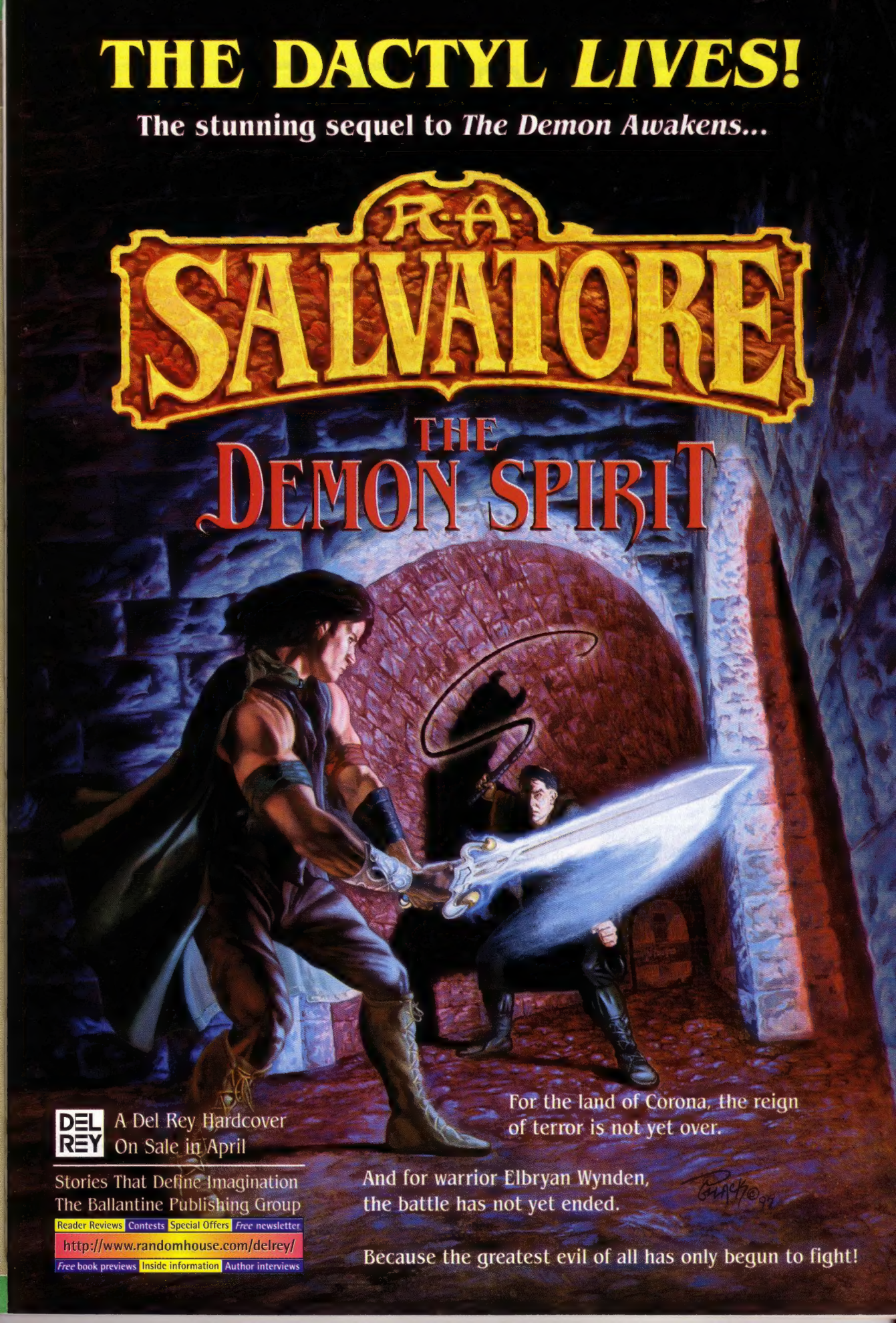
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InQuisition

WE'RE THREE-YEAR-OLDS!

I don't mean I'm a three-year-old—I can shuffle my own cards. But InQuest *and "InQuisition"—which has been part of the mag since issue #1—are three years old this month. In that time, these pages have seen more than 400 letters discussing dozens of topics crucial to the continued existence of the free world. Stuff like...how to tell boys and girls apart (InQuest #16), the first recorded use of the word "assnut" (#22), cat genitals (#26), games which 'create a vacuum by action of the lips and tongue' (#32), and, of course, rolling dice with your ass (#35). With that kinda coverage, you definitely won't want to miss the next three years.*



Photo: Everett Collection

And what's wrong with many people enjoying* Magic*? You don't personally have to play against everyone who owns a deck. If you want an exclusive hobby, may I suggest buttweasel tossing?

MAGIC BITES

I think *Magic* really bites now. I remember when I first started playing and enjoyed it. That was when there wasn't all this new ability stuff. I understand WotC has to make new stuff for the cards, but it's gotten ridiculous. I haven't bought a pack of *Tempest* yet in protest of Shadow and Buyback. Since I haven't bought a pack, my decks get overrun against all this new junk. So many people play *Magic* now it makes me sick. I liked the game much more when it was a controlled game.

Nick Mezmar
Cyberspace

New abilities keep the game fresh, Nick.

INQUEST BITES

Every now and then I'll pick up an *InQuest* to see if there's anything interesting. Every time, I walk away feeling ripped-off. It seems that you aim your magazine toward 14-17 year olds. If someone writes a letter that criticizes you, you pass it off with some smart-ass comment. Your coverage of the gaming market is pretty narrow (80% of it is about Wizards of the Coast).

I understand *Magic* is the most popular game out there, but dedicating so much of your magazine to it is really boring to other gamers. To make matters worse, you waste space by giving tours of *InQuest* and the WotC offices. It's not all bad, but the bad unfortunately does outweigh the good.

Darryl Anderson
Prince George, BC, Canada

Well, Darryl, WotC is 80 percent of the game market. That's why their products get lots of ink. Still,* InQuest *gives substantial coverage to non-WotC games like Decipher's* Star Wars *and White Wolf's* World of Darkness *titles. Heck, we even try to plug Wingnut's* Battle Cattle *every chance we get. As for the non-technical stuff, maybe you'll enjoy it more when you turn 14.

PAUL BROWN BITES?

In response to Paul Brown's "Kitty Letter" in issue #34's "InQuisition," I'd like to say, "Bite me!" If you don't like their sense of humor, that's your problem; don't blame it on them. I love to read *InQuest* and it doesn't appeal to me because it "appeals to the funny bones of high-school dropouts." I'm not a high-school dropout.

David Cook
Crockett, TX

Few things have ticked off readers as much as Paul Brown's "Kitty Letter" in* InQuest *#34. Mr. Brown is the president

PEN PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to *IQPenPals@aol.com* or mail it to us at: I.Q. Pen Pals, c/o *InQuest*, 151 Wells Ave., Congers, NY 10920. Make a friend!

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of Precedence Publishing and believes* InQuest *emphasizes juvenile humor at the expense of honest reporting.

It is extremely ignorant of Mr. Brown to call people "high school dropouts" just because we have a sense of humor. Well, Mr. President, I have a few things to tell you. I graduated high school with a 3.87 grade average; my college board exam was the fifth highest among my class. I passed the advanced college placement test in Spanish and English. I wrote my class poem and was a founding member of the school's English and computer clubs. At university level, I was president of the Natural Sciences Student Association, member of the student council and graduated Cum Laude with an Associates Degree in science. Currently, I'm the secretary for the Student Nursing Association. So if you think you can write to *InQuest* and call us all high-school dropouts, I have a word for you... *Q'apla!*

Wanda-Ivelisse Gonzalez
Moca, Puerto Rico

I, too, had an average in high school and received a diploma upon graduating. Also, they awarded me a certificate in Driver's Education.

What on earth is Paul Brown babbling about? Paul has missed the point, as executive types in their suits and corner offices often do. *InQuest* is hip *because* they don't appear to be reaching for the flavor of the week, or following the predictions of "game industry decision makers." In a word, they're independent.

As for bathroom level jokes? Please. That only shows the level of humor Paul is sensitive to. Sure, the words "crap," "ass" and "buttweasel" are there. But that's because *IQ* works with language young people might use. I've seen more inside-jokes, puns and irony than you can shake a back-issue at in each month's copy.

I haven't seen anything *but* honest appraisals of each game that comes out, and the coverage has only increased since issue #29. I pity the *IQ* staff who have to learn at least three games a week to stay on top of the industry and maintain an opinion worth reading. Thanks, guys. You're far from high-school dropouts. You appeal to my funny bone, and *I* got a 1270 on my SAT! Don't ever stop the humor!

Steven John Satak
Poulsbo, Washington

Sob... choke... chortle... I couldn't have said it [whimper] better myself [blubber]...thanks, John. Now back to work, there are still 312 chapters to read in the new* Moby Dick *roleplaying game, then it's on to the* Smurfs™ *collectible dice game. The dice are made out of actual Smurf corpses (apparently they turn white when they die).

KNEE-DEEP IN EXPANSIONS

Who in their right mind can possibly keep up with all of the *Magic* expansions? The extreme influx of cards in the current Type II environment is enough to have Cow Nose scratching at the litterbox with catnip induced fantasies of fresh litter!

Here in Farmington, New Mexico, there is an excellent following for *Magic*, as well as other CCGs. However, most of us are finding the game diluted and stale. It has become a game of those who have access (either by owning the store or having hefty allowances) against those who don't. Most of us working folks who love the game simply need more time to puke up the dough for two or three boxes of cards. Three expansions a year is too much!

Ducky Nine
Cyberspace

You're saying there's* money *in puke? Here kitty, kitty, kitty...

SPAWN OF COW NOSE

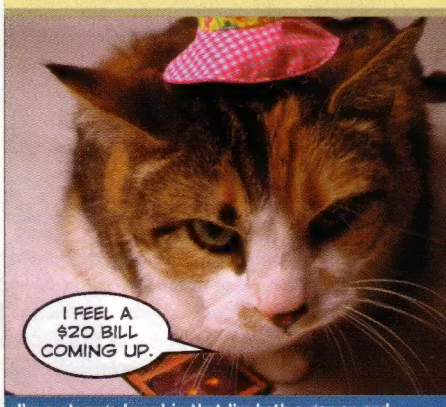
I have a problem here in Erie. There's a couple of cats at my house who say their names are Pig Tail and Pony Hoof and they claim to be Cow Nose's long-lost cousins. They demand a first-class flight to the *InQuest* office to reunite with her. Please send $200 dollars and two first-class plane tickets for them.

Maria C DeCecco
Erie, PA

After hawking up a green-grey hairball

KITTY LETTER

AWARDED EACH MONTH TO A LETTER THAT TICKLED OUR FANCY FOR NO APPARENT REASON.



I'm a strange breed in that I'm both a gamer and religous. I thought I'd help clear up the confusion on what is and isn't evil in *Magic: The Gathering*

The shallow look at *Magic* is nothing short of moronic. "Ooooh, here's the word 'demon' and here's 'fallen angel.'" Douse them in holy water before it's too late!" The words "demon" and "fallen angel" are hardly satanic. If that were true, the Bible itself would be satantic as it mentions the Devil, fallen angels and demons. What is evil is invoking and using them.

Two cards that concern Christians are Lord of the Pit and Fallen Angel. Lord of the Pit is clearly a high-ranking demon. It's blasphemous that he is more than a match for an Archangel, the highest-ranking angel. Demons, by the Christian standpoint should be weaker or equal to angels. In *Magic*, it's the other way around.

Another problem is the 5th Ed. flavor text on Fallen Angel. It can be interpreted as "evil is stronger than good." If evil is stronger than good, then God will lose at the battle of Armageddon. Obviously, that's blasphemy.

Erik Hatinen
Bismarck, ND

P.S. Elves, too, are technically evil. There's none mentioned in the Bible, and more importantly, some work for Santa. He's replaced Jesus as the Christmas icon and that is a huge problem to genuine Christians.

You've obviously given this a lot of thought, Erik, but people who get upset because a black card has a higher number on it than a white card are beyond reasoning with.* Magic: The Gathering *has nothing to do with religion, other than borrowing some of its imagery. It's a card game and reading all kinds of ominous things into it is part of the problem.

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Bayushi Kachiko © 5 Rings Publishing.

that might have been a five-dollar bill, Cow Nose was overjoyed to hear of her long-lost cousins. She would like to have the reunion take place in a place fitting such a joyous occasion...the Jerry Springer show.

¿ SE HABLA *INQUEST*?

Do you remember how in *InQuest* #32 some guy from Madrid wrote in Spanish? You responded, "Como se dice 'buttweasel' en español?" I have the answer in Spanish:

Buttweasel: *comadressa de cola*
Cow Nose: *nariz de baca*
Beefy marinelife: *res vio a marina*

Now you can call Tom Slizewski, Jeff Hannes and Mike Searle funny names in different dialects. Cool, huh?

Jim Letson
Pearl River, NY

Mucho cool, Jim-o. You no comadressa de cola, you res vio a marina. Amigo, taco, es burrito, run para el border, enchilada. Toro, toro.

DORK WARS: THE LUNCHTABLE STRIKES BACK

At my school, there are a bunch of people who sit at a certain table every day and play *Magic* all through lunch. These people are considered "dorks." I want to play *Magic* with them but am afraid that everyone will think that I'm a dork too. What should I do?

Bobby Tolleson
Cyberspace

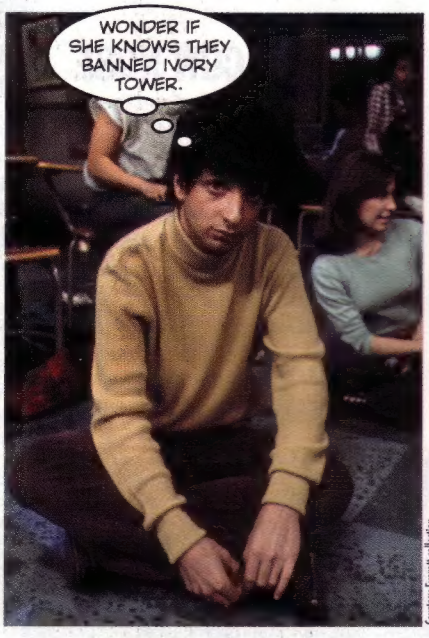
Be true to yourself Bobby, go ahead and join the game. But first, tattoo Bayushi Kachiko on your butt (see last month's "InQuisition"). After that, if someone calls you a dork, just moon 'em and prove them wrong.

WHAT WE'VE BEEN SMOKIN'

One day I was at my friends house and I got the idea to smoke a *Magic* card. So we did; we smoked the whole card. Then my friend suggested we smoke a *Spellfire* card. That was the weakest card I ever smoked.

Scott Kinder
Ridgeview, WV

***The surgeon general has classified* Magic *cards as "gateway smokes" that can lead to worse stuff, like* Battle Cattle *rulebooks and even [shudder]* Imajica *wrappers. So before you get in that deep, Scott, remember when it comes to smoking components from games:* Just Say No To Dogs.



Courtesy Everett collection.

IN SEARCH OF...

...all that you can be



Photo: Everett Collection

RICK SWAN SEEKS REAL ANSWERS TO STUPID QUESTIONS

TO: Army Reserves,
Des Moines, Iowa

Dear Recruiter,

I'm out of high school and need a job. I believe my favorite hobby has prepared me for the military as it involves declaring attackers and defenders, combat, stuff like that. I've commanded (Icatian) Infantry, (Soltari) Troopers and even the Kjeldoran Home Guard, though not always with great success. I definitely need additional training.

Does it sound like I have a future in the armed forces? How do I join?

Thanks,
Rick Swan

Hey, give me a call so I can get with ya and give you the information your [sic] looking for with the Army.

Louis P. ("WalleyeLou") Sadle
Army Reserve

[I changed my mind.]

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GARFIELD IS GREAT

I've been playing *Magic* since *Fallen Empires*. When I first started playing, I wasn't that amazed, but as time went on I became addicted. I've tried lots of other CCGs, but nothing is better than *Magic*.

You can walk into a bookstore or coffee shop or whatever place *Magic* players hang out and just pull up a chair and play. Richard Garfield did a good thing by making *Magic*. He has opened up new doors to peoples minds. Heck, in a way he has helped keep million of people off the streets and he encourages people to use their minds instead of their fists. He deserves to make all the money he can off *Magic*. I just wish I could meet him. He seems like he'd be a cool guy to hang out with.

Dave King
Albany, GA

I agree, Magic is a good thing and Richard Garfield's invention has benefited us all. Now that he's famous, it is tough to meet him, though. But if a guy were to get a monkey suit, and go out to his monkey ranch? Hmmm.

SPELLFIRE & MONKEYS

I have some weird *Spellfire* cards made by TSR. What the hell are they and are they worth anything? I haven't seen them anywhere else and was wondering if they are worth any money. One more thing, I heard Richard Garfield was selling monkeys to work on the *InQuest* staff—is that true?

Alan Proctor
Fort Worth, TX

Someone help Alan out: what's a Spellfire card worth? I'll run the best answer in "InQuisition." As for monkeys on the InQuest staff, I called Editor Mike Searle to ask if the rumor was true and he said he'd tell me, but first I had to give him a banana.

That's it for this birthday "InQuisition." I'm sure thousands of you will be moved to send presents. The volume of mail prevents me from sending individual notes to all who send gifts, so just pick an appropriate comment from the list below:

- ***"Hey! There's a gift!"***
- ***"This is perfect for wearing around the basement."***
- ***"Gosh. I hope this never catches fire! It is fire season though. There are lots of unexplained fires."***
- ***"If the dog buries it, I'll be furious!"***
- ***"I love it—but fear the jealousy it will inspire."***
- ***"I really don't deserve this."***

SEND YER LETTERS TO
InQuestMag@aol.com or
INQUISITION
151 Wells Ave.
Congers, NY 10920
Include your full name, mailing address and phone number in all letters. Some letters may be edited for space and clarity.

CARD CREATIONS

For this *BattleTech* mission (as well as the other two *BTech* cards he designed), Keese will get five booster packs of the latest *BattleTech* expansion. Way to go, Keese!

GRAND PRIZE WINNER

GROUP FIRE

BATTLETECH

Keese Quist
Covington, LA



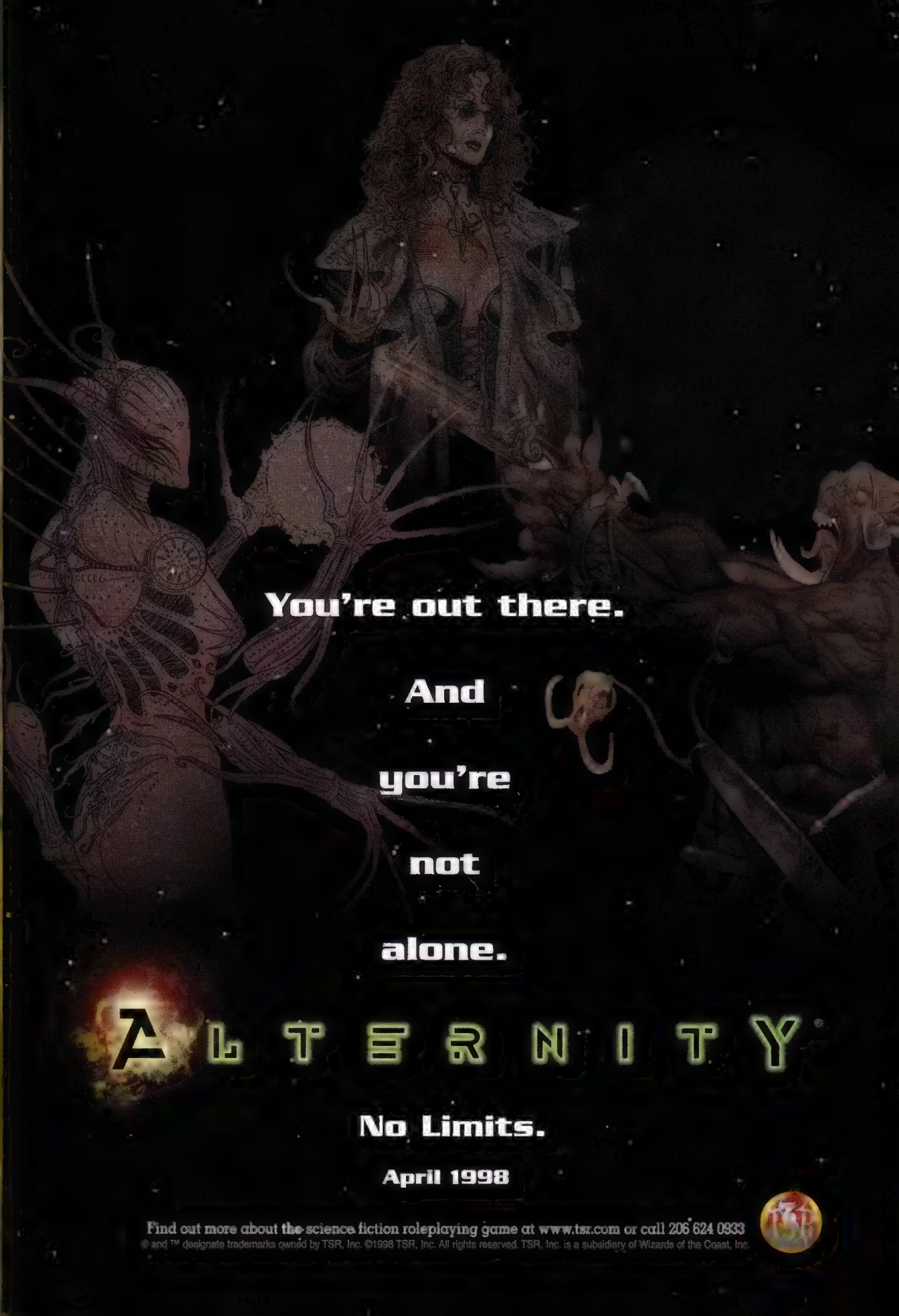
CONTEST WINNERS



- **No, that ain't your average science project. It's a model Cthulhu head. And that, plus eight other goodies made Brian Erickson from Iron River, Michigan, the winner of our Miskatonic U. Scavenger Quest. He'll soon receive the entire line for Chaosium's *Call of Cthulhu* RPG, along with more Lovecraftian loot than mortal minds can fathom.**

- **The slow blade penetrates the shield...but the right answers bring home the prizes. Or so learned Shawn T. Reynolds, the winner of the Secrets of Dune contest. To his home in Lynchburg, Virginia, will come a complete set of the *Dune* CCG from Five Rings Publishing and Last Unicorn Games and all of Frank Herbert's "Dune" books!**

- **One box of *Tempest* boosters coming right up for Oakland, Michigan's Donald Mission for solving the "Socrates Gambit" Dead Man's Hand.**


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news

INSIDE



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Revamping the *Vampire* RPGs. Page 14.



TM & © TSR

***Alternity* on the Horizon. Page 16.**



TM & © FASA

***Shadowrun* Running Strong. Page 20.**

PLUS:

- *Xena* Collectible Card Game Page 14.
- NEW *InQuest's Magic* Player of the Month. Page 16.
- *OverPower* CCG finds a home. Page 18.

New Rules Manager for *Magic*

"Beth Moursund says one thing, D'Angelo says another, and Tom Wylie overrules both of them. You get a different answer every day."

This statement from a Pro Tour level player sums up the sad state of *Magic*'s rules muddle. With hundreds of new cards every year and constant—often bizarre—DCI rulings and reversals, *Magic* is in danger of being crushed under the massive weight of its own rules.

This situation will hopefully get better with the recent naming of long-time DCI judge and *InQuest* "Stumpers" columnist Beth Moursund as the new *Magic* rules manager; she is replacing Tom Wylie in that position.



***Magic*'s rules police have a new leader—*InQuest* columnist Beth Moursund.**

Under the present system, even tournament judges are frustrated by the constant changes. "There's a problem with any game in which even the best players don't know the rules. In chess, for example, you never find a serious player who doesn't know how the game is played," said Matt Hyra, a Level III judge.

Dan Gray, the highest ranked judge who isn't employed by Wizards of the Coast, added, "Nonstop tinkering frustrates everyone and makes the rules extremely difficult to learn and remember."

Even locating the most current set of rules can be an arduous task. Stephen D'Angelo, WotC's official rules summary network representative, posts a rulings summary on the Internet, but reading this overwhelming 270-page compilation can leave players more confused than when they started.

After her appointment, Moursund expressed a strong commitment to addressing these problems. "My first priority is to put out the current brushfires—the problems with continuous effects, counters on Mishra's Factories, that sort of thing. Then I'll look into other areas that have been causing a lot of confusion," she said. "The rules team and I will also see if we can streamline the rules without making major changes," Moursund said. "I'll also be working with the designers of next year's sets to try to catch problems before they make it into print.

"Tom Wylie was working on a lot of different projects, so he didn't have the time to watch for developing problems and work out solutions with the Rules Group," Moursund said, "That's why they've brought me in."

Moursund believes that any large-scale reworking of the rules should wait for Sixth Edition. "The current rules do need some patching here and there, maybe a bit of glue or duct tape, but the overall structure is sound," she said.

The current rules errata process has all proposed changes go through the Rules Group, which is comprised of people from *Magic* research and development and the Duelists' Convocation International (DCI). Agreed upon changes get reviewed, poked and prodded by WotC customer service, the net reps and top-level tournament judges. Those that survive this process are compiled and take effect on the first of each month. Changes are published on WotC's web site and highlights are featured in *InQuest*'s "Magic Updates" column (page 21).

Now that this process has someone in charge who can devote the required time to it, *Magic* fans should see improvement. Unfortunately, fixing the current mess will require even more rules updates and clarifications. ■ **Collin Jackson**



1998 releases for Trinity

February —

Hidden Agendas: Trinity Storytellers Screen & Book

March—

Darkness Revealed: Descent into Darkness - Adventure book 1 of 3

May —

Trinity: Luna Rising - Psi Order ISRA and Luna Sourcebook

Trinity Dice

June —

Trinity Technology Manual

August —

Darkness Revealed: Passage Through Shadow - Adventure book 2 of 3

September —

Trinity : America Offline - Psi Order Orgotek and North America Sourcebook

December —

Darkness Revealed: Ascent into Light - Adventure book 3 of 3

White Wolf Game Studio

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New Developers for White Wolf's *Vampire* RPGs



White Wolf's *Vampire* RPGs are-a-changin'.

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The World of Darkness is undergoing a, umm... revamping. Justin Achilli, former *Vampire: the Dark Ages* developer has been named developer for the top-selling *Vampire: The Masquerade* game.

Achilli plans to take *Vampire* into the modern night. "I see vampires getting more involved in modern idioms," he says. "If the Kindred are truly everywhere, their society needs to reflect it. I very much want to distinguish *Vampire* from the rest of the stuff that's out there...*Vampire* is its own unique entity: a rich, passionate horror game that doesn't get mocked on 'The Simpsons,'" he said.

Though he can't reveal many details, Achilli promises "plenty of surprises and details on as-yet unexplained lore" in the future of *Vampire*. His first major short-term project is *Transylvania Chronicles 2: Son of the Dragon*. In this chronicle, players' characters will not only witness significant events in *Vampire* history, but take part in them.

"The real world and the World of Darkness have changed significantly in the past six years," Achilli said. "I'll do what needs to be done to reflect that."

As Achilli steps out of his *Dark Ages* shoes, Richard Dansky steps in. Dansky is the former developer for *Wraith: The Oblivion* and is excited about his new challenge.

Dansky plans to dive head-first into the *Dark Ages* with *Jerusalem by Night*, a book covering the city's history, inhabitants and politics, and touching on the surrounding Crusader Kingdoms. He intends to continue what has gained him the respect of *Wraith* fans everywhere: his no-holds-barred, hands-on, personal approach to game development. Dansky has never been afraid to tackle tough subjects as was demonstrated when he published the controversial *Charnel Houses of Europe: The Shoah*, a book about the Holocaust, for the *Wraith* line.

In his new role, Dansky plans to focus on the conflicts of faith and class and on the inner workings of the vampires of the Dark Ages, rather than simply their machinations. "Death and resurrection are core themes in so much religious thought," Dansky says. "Vampirism encompasses both. I think there's a natural fit there and a lot of fertile ground to be explored." ■ **Heather Grove**

Xena: Collectible Princess

Xena, Warrior Princess, is preparing to flip, punch and kick her way into the hearts and wallets of collectible card game buffs everywhere.

A CCG based on her top-rated syndicated TV show is slated to be Wizards of the Coast's next big mainstream release. Using the ARC system rules which debut with the comic CCG C•*23* in April (see "WotC's Next big Collectible Card Game," IQ News, *InQuest* #35), *Xena* will combine simple gameplay with a hot TV property in an attempt to attract new gamers.



Photo courtesy of Foto Fantasies © 1997 Universal Television Enterprises, Inc

Lucy Lawless plays Xena. And now you can too—well, at least in the CCG.

"Xena conventions attract 20,000 people every year, and conventioneers we demonstrated the game to loved it," said Associate Brand Manager Paul Randles. "Not only did they love it, but within 15 minutes, they were playing and, in many cases, winning."

"And if the established gamer is any kind of Xena fan, they're gonna love the images and flavor text taken directly from the scripts of the show," Randles added.

Following on Xena's heels will be the *Hercules: The Legendary Journeys* CCG. Like all ARC system games, these titles will share the same basic rules but each will also have something unique to its game play. *Xena* and *Hercules* should both come in 40-card starter decks, retailing for $6. Boosters will have 12 cards and cost $2.50. ■ **Tom Slizewski**

WE LOOKED IT UP



Simulacrum

(*sim•yah•lay•krahm*) 1. An effigy, image or representation. 2. A slight, unreal or superficial likeness or semblance. 3. Artifact in *Magic: The Gathering* that allows you to redirect damage done to you to one of your creatures. 4. Pretending to be a small piece of bread.

Evolve, Fight, or Die!



The Alpha Male of gaming is back.

The revised Rage® trading card game unleashes streamlined game mechanics and sharpened rules with the same card backs and the same bad attitude. The fur is flying again at game stores everywhere.

Look for limited card releases each month, starting in the spring, under the Five Rings Publishing™ Rolling Thunder™ release schedule. Ask your local game or comic store for details.

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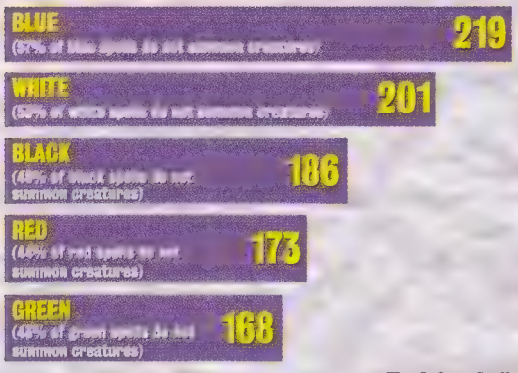
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MAGIC DISSECTED

Spell Masters

The five colors in *Magic* have 947 combined spells that *do not* summon creatures. Which colors have the fewest creature-summoning cards? The most? Check out this graph:



■ The *InQuest* Staff

MAGIC PLAYER OF THE MONTH

MATT PLACE, 22, from Kansas City, Kansas



Photo courtesy of Wizards of the Coast

DCI STANDARD RATING: 1936 (69th in world)

STARTED PLAYING *MAGIC*? 1994. One week before the release of *Legends*.

FAVORITE *MAGIC* CARD? Mind Twist

FAVORITE NON-*MAGIC* GAME? *Legend of the Five Rings* CCG

FAVORITE MUSIC GROUP: The Beatles

ADVICE TO NEW TOURNAMENT PLAYERS? "Don't ever be afraid of losing. Find the best players to compete against to challenge and improve your skills."

BIO IN BRIEF: After finishing third in the U.S. Nationals and Worlds in 1996, Place struggled through the next six Pro Tours, finishing 166th in Paris. He turned his luck around, however, and became our first player of the month by winning Pro Tour Mainz this past December.

From Here to *Alternity*

Roleplaying's "space race" is heating up next month with TSR's launch of the *Alternity* RPG.

In a genre already crowded with games like White Wolf's new *Trinity*, as well as old favorites like *Rifts*, *Traveller* and *Star Wars: The RPG*, *Alternity* hopes to carve its niche by being familiar and accessible. "*Alternity* emphasizes an easy-to-use



© & ™ TSR

***Alternity* hopes to win fans by being accessible and user-friendly.**

central game mechanic" according to Bill Slavicsek, TSR Product Group Director and *Alternity* co-designer. He feels this mechanic makes the game "a powerful tool for players and gamemasters who like to try new things or experiment with settings without having to learn new systems."

Alternity's strength is its flexibility. "It isn't designed for a single setting or genre, but instead works for any sci-fi genre you can imagine," says Slavicsek. *Alternity* is so adaptable that TSR has even considered converting old favorites like *Gamma World* and *Star Frontiers* to the new system.

Alternity will be marketed similarly to *AD&D*, with hardcover core rule books, followed by campaign settings and other source materials. The first campaign universe will be *Star*Drive*, set in 2501 as humans and a variety of aliens seek to recover from a hundred-year galactic war. TSR describes it as "a gritty, industrial space opera" centered on the frontier region known as "the Verge."

TSR's financial difficulties in 1996 and 1997, and its purchase by Wizards of the Coast, delayed *Alternity*'s planned GenCon 1997 release until Spring of '98. Last year's GenCon did see publication of 2,600 limited edition *Player's Handbooks* as well as the introductory mini-adventure "Cauldron Station."

The unlimited edition *Player's Handbook* will be available in April, with the *Gamemaster Guide* following in May. The *Star*Drive* campaign setting is scheduled for a July release. All three will be priced at $30. TSR has a total of 10 *Alternity* game products and two novels planned for '98.

For the most current information on any TSR product check out their web page: www.tsrinc.com. ■ Michael Breen

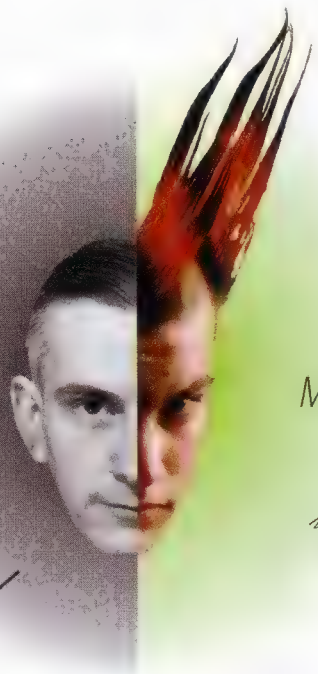
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BEST SELLERS

TOP 10 CCGs

1. *Magic: The Gathering*
2. *Star Wars*
3. *Legend of the Five Rings*
4. *Dune*
5. *Shadowrun*
6. *BattleTech*
7. *Middle-earth*
8. *OverPower*
9. *Vampire:TES*
10. *Rage*

TOP 10 RPGs

1. *Advanced Dungeons & Dragons*
2. *Vampire*
3. *Star Wars: The RPG*
4. *Rifts*
5. *Werewolf*
6. *Changeling: The Dreaming*
7. *Deadlands*
8. *Wraith: The Oblivion*
9. *Trinity*
10. *Call of Cthulhu*

Dune

From unranked to number four, the newly released CCG based on the Frank Herbert sci-fi novels makes a big splash in its first appearance on the charts.

BIGGEST MOVER



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OverPower Finds a Home

Spider-Man and his costumed collectible card game cohorts are orphans no longer. Fleer/SkyBox is transferring custody of the comic-book-based *OverPower* CCG to another branch of Marvel Entertainment Group: Marvel Interactive (MI).

"Most of our activity online has been about creating new brands of entertainment and building community," said Marvel Interactive Senior Vice President Paul Kallis. "*OverPower* is an established brand [and] moving into other media with existing brands is a lot easier."

MI is trying to finalize plans for a June or July release of the game's next expansion, *Image OverPower*, and intends to revitalize the *OverPower* Legion fan club, web site (www.overpower.com) and help line (800-OP-RULES). Weekly America Online *OverPower* chats resumed in February. MI also intends to create *OverPower* online and computer games.



© & ™ Marvel Entertainment Group

"Outta my way Fleer/SkyBox, *OverPower*'s got a new owner."

Fleer/SkyBox Entertainment Director Steve Charendoff said that MI "wanted it the most and… made an offer that made the most sense." He noted that "a handful" of companies had shown interest in the game and that MI's corporate ties were not a compelling factor in the decision. The exact terms of the deal were not disclosed, but Fleer/SkyBox will retain an ongoing interest in the game without overseeing or monitoring it. ■ **Matthew E. Milliken**

BLAST FROM THE PAST

A LOOK AT *INQUEST*'S FAVORITE CLASSIC GAMES

NAME: ***GAMMA WORLD***

ORIGIN: TSR, 1978

TYPE: Science-Fantasy RPG

CONCEPT: Player characters—as humans, mutants or mutated animals/plants—explore a postapocalyptic Earth while wielding futuristic weapons and mutant powers.

LEGACY: Continuing the evolution begun in 1976's *Metamorphosis: Alpha* RPG, *Gamma World* plays very much like *Advanced Dungeons & Dragons*, making it a pioneer of sorts as a "shared system" game. But *Gamma World's* major legacy is goofiness. *GW* is made for those who like their roleplaying on the absurd side: Player characters could be mutant emu, penguin hybrids and, yes, even walking/talking cacti. And items such as toasters were considered valuable finds. Characters like "Arley Avidson" and "Sears" with his rifle "Roebuck" inevitably populated the absurd realms of *Gamma World*.

AVAILABILITY: *Gamma World* went through three editions and had nine scenario/supplement packs released for it. The last edition was printed in 1986 and the game is now out of print; however, it's still readily available at cons and used-game stores. ■ **Brent Fishbaugh**

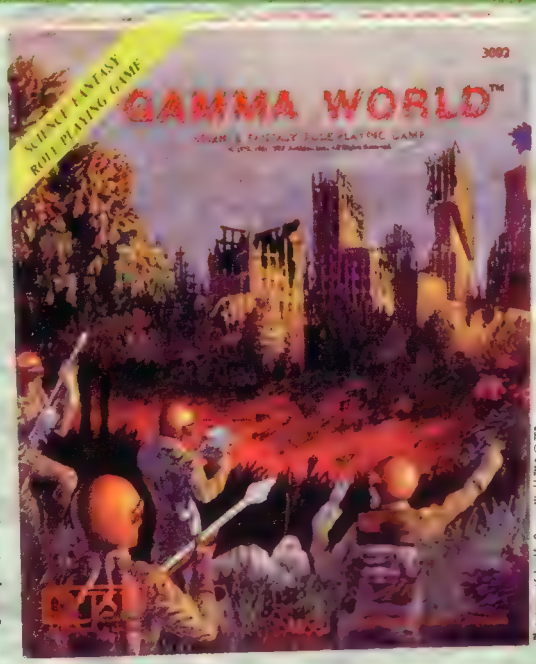


Photo by paul Schrädd. *Gamma World* ™ & © TSR.



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NEWS BITES

"Shoulda listened to mom those many years ago."

• TSR's website is offering up numerous **chase and promo cards** for ***Blood Wars*** to anyone willing to send a self-addressed stamped envelope to: TSR, Inc., Attn: Sean Reynolds—Blood Wars Card Offer, P.O. Box 707, Renton, WA 98057-0707.

• **Decipher** has put **commercials** for its *Star Trek: First Contact* CCG expansion online at its site for download: http://www.decipher.com/newsandhighlights/firstcontact/index.html.

• **Columbia Games** is giving away decks of its ***Dixie,*** a two-player American Civil War card game, for just the price of postage. Five dollars gets you two decks, 120 cards. Check out www.columbiagames.com or call (360) 366-2228 if you wanna get in on the deal.

• **Gold Rush Games** announced it's reached an exclusive distribution agreement with author Hal Schuster. Schuster's next book is expected to be *XenaPhile: The Unauthorized, Uncensored Guide for Fans of Xena and Hercules.*

• Fans of *Magic* artist **Ken Meyer Jr.** will want to check out *Gustav, P.I.* (Paranormal Investigator) from NBM Publishing. Meyer painted all 48-pages of this full-color graphic novel.

• Central Park Media, the leading distributor of Japanese animation, is releasing the genre's first CD-ROM game: ***Takeru: Letter of the Law.***

• Westwood will soon release its realtime strategy PC game ***Dune 2000,*** the third in their line of Dune games, which is a revised version of *Dune 2*, with multiplayer capabilities and high-res graphics.

• **GT Interactive** is developing a state-of-the-art Trans Am racing game. The simulator is set during the 1968-1972 Trans Am racing seasons, and lets you **get behind the wheel** of a '68 Chevrolet Camero, '70 Boss Mustang FB, '70 Pontiac Firebird, '66 Dodge Dart or '72 AMC Javelin.

• Microprose and FASA Interactive are having Zipper Interactive develop ***MechWarrior 3,*** in order to take advantage of Zipper's powerful 3D engine that allows unrestricted movement with a fast frame rate.

• **"Kindred: The Embraced,"** the short-lived TV show based on White Wolf's *Vampire* RPG is being released on video in mid-March. The **video three-pack** from Republic Entertainment will contain all eight finished shows, including the never-aired "Nightstalker" episode.

• French magazine *VSD* reported that actress/singer/model **Vanessa Demouy** is secretly working on a movie that's believed to be a live-action feature film based on the Sony PlayStation game ***Tomb Raider.*** Demouy is a Lara Croft lookalike, and the magazine ran a full spread of pictures of her dressed as Croft.

• Director Jay Roach ("Austin Powers") is expected to direct an adaptation of the Douglas Adams novel ***The Hitchhiker's Guide to the Galaxy,*** from a script he'll co-write with Adams. A tentative release date is set for the summer of 2000.

• Production on director Peter Jackson's **live-action** adaptation of **"Lord of the Rings"** is expected to begin soon, and Sean Connery is still rumored to be playing Gandalf.

• *Newsweek* recently reported that a **third "Ghostbusters" film** is in early development, with Dan Aykroyd, Bill Murray, Harold Ramis and Ivan Reitman all expected to return.

• Bond children Jason Connery and Deborah Moore will co-star in **"Merlin: The Quest Begins,"** as Merlin and Nimus, respectively. The forthcoming syndicated series chronicles the adventures of the young magician, as he first learns to use his powers.

• Fox has ordered a pilot for a **new horror mystery** series named **"Hollyweird."** Created by Shaun Cassidy ("American Gothic") and Wes Craven ("Scream"), the show will star a pair of 20somethings from Ohio, who investigate bizarre crimes in Los Angeles and turn it into a weekly TV show for their hometown cable station.

• A new season of the maturely immature animated series "South Park" will premiere on Comedy Central in May. Additionally, an R-rated **"South Park" feature film** is in the early stages of development.

• The seizure-causing Japanese cartoon **"Pocket Monsters"** is expected to make its premiere on U.S. television this fall. The scene of intense flashing that triggered seizures in many Japanese children has been edited out of that episode.

• Jack Nicholson recently began dropping cryptic clues to a possible **upcoming Batman film.** After being asked what movies he has coming up, he replied: "The Joker is coming... and that's no laughing matter!"

• Six Flags Magic Mountain in Southern California opens its new standing **Batman rollercoaster**, "The Riddler's Revenge," later this spring. This "tallest, fastest" coaster reaches heights up to 156-feet and soars to a top speed of 65 miles-per-hour, as it races along nearly one mile of green steel track. The new attraction is the centerpiece of the park's 4.9-acre Movie District expansion.

■ By Sean "ZENtertainment" Jordan & the *InQuest* Staff

IQ news

Success in the Shadows

Remember *Towers in Time?* Or *Netrunner,* the light-selling, critically acclaimed collectible card game from Wizards of the Coast? Or the dozens of other CCGs that quickly passed into cardboard oblivion? Probably not.

Few CCGs have been able to find a following in the highly competitive game arena. Of the 63 CCGs detailed in last year's "Full Deck" feature (*InQuest* #25), only 10 are still being supported.

And though the survival rate for new CCGs is dismal, a few manage to beat the odds. One such is FASA's *Shadowrun: The Trading Card Game.* Released last August, this game will soon enjoy its second printing and first expansion—*Underworld.*

According to FASA, 60 percent of the first printing sold within a month and most of the rest after four months. "We were confident that the property was strong enough to make a good profit, be a strong game and potentially be an added game line," said FASA President Jill Lucas. "We're very happy with it."



FASA's *Shadowrun* CCG, based on their popular RPG, is blowing fans away.

Shadowrun: TCG is based on FASA's 8-year-old RPG of the same name and blends fantasy and cyberpunk elements; its success is likely due to loyal *Shadowrun* players and FASA's track record of quality products, which encouraged favorable handling from distributors and retailers.

"I am the happiest guy on the planet because I think we succeeded [in creating] an interesting, fun card game that will make a person who plays it become interested in the rest of the roleplaying game," said Mike Mulvihill, who manages the *Shadowrun* line and helped design the CCG.

The *Underworld* expansion due out in March will add 141 cards and be sold in 15-card booster packs. "There's an obvious theme of the underworld syndicates—mafia, yakuza—in addition to Lone Star and gangs," said *S:TCG* lead designer Mike Nielsen. Players can also expect to find deadly biological virus tokens, shamans and help for elves battling strong opponents like Lord Torgo.

The revised core set is due in April and will be called *Second Run.* It's scheduled to have 350 cards, a handful of new illustrations and 25 to 50 new cards. ■ **Matthew E. Milliken**

™& © FASA

Places to Play *Magic*

Wizards Of The Coast wants to see you in the zone—the *Magic* Zone. *Magic* Zones are WotC's latest effort to broaden the appeal of their *Magic: The Gathering* collectible card game. The "Zones" will offer younger players (ages eight to 15) a place to gather and play their favorite game with adult supervision. *Magic* Zones will be located in libraries, community centers and schools, but not in retail stores. Volunteers from retail stores will, however, teach *Magic* and run non-competitive tournaments.

According to Patricia Krause, clubs coordinator for junior programs at WotC, the intent behind the *Magic* Zones is to provide a safe place for social play. Players will be able to meet other players, learn about the game and its rules, and compete against each other at a casual level, well below that of DCI or the Pro Tour. *Magic* Zones will also provide a way for parents who are curious about *Magic* to learn about the game that's sucked up all of their kid's free time.

The first *Magic* Zones should be in place in March, with Connecticut, Florida, Illinois, Missouri, New Hampshire, New Jersey, New York, Texas and Washington likely to have the first sites. Anyone interested in establishing a "Zone" or learning more about the program should contact Krause at WotC's website (www.wizards.com) for more information. ■ **Steve Long**

MAGIC UPDATES



GENERAL RULINGS

• Abilities that enable you to play a spell or ability without paying its casting cost or activation cost do not eliminate additional cost; those must still be played. For example, playing a White Knight with both Aluren and Gloom in play costs three generic mana.

• There is no longer a "between turns" step. [Thus the ridiculously stupid Wall of Roots/Stasis/Magma Mine combo is officially illegal. –ed.]

ERRATA

• The word "base" should appear before power and toughness on all spells and abilities that can turn a permanent into a creature. This means that counters affect the creature and that reactivating the ability doesn't reset its power and toughness.

• Interdict's second sentence should read: "Activated abilities of that permanent cannot be played again this turn." Note that "activated ability" means "ability with an activation cost."

• On all cards that have one of your opponents make a choice, "target opponent" should read "an opponent."

• Time Vault's first activated ability should read: "Skip your next turn: Untap Time Vault and put a time counter on it. Play this ability only if Time Vault is tapped and only once each turn."

SPECIFIC CARD RULINGS

• When Minion of the Wastes is about to come into play by any means other than being cast, you must choose an amount of life and pay it right before the Minion comes into play.

• REVERSAL: Global effects that change one land type to another overwrite all of a card's current land types. For example, Conversion turns Badlands into a Plains, not a Badlands that counts as both a Swamp and a Plains.



"InQuest, read the *InQuest,* it's a modern stone age magaziiiine. From the, town of Congers, it's a page right out of histo*reee."* And history is what we're documenting here every month in "IQ Confidential." Sure, it's news now, but a few years from now it won't just be old news, it'll be history:

• Wizards of the Coast is working on a **parody *Magic* expansion (working title: *Magic:TG—Unglued.*)** featuring several dozen ultra-powerful "fun" cards. These cards should look like standard *Magic* cards but won't be tournament legal and will have wild and wacky powers. Hmmm... Isn't there a magazine that's been doing this kinda thing for years?

• There may be a **GenCon boycott** in the works. The steep price increases for exhibitors reported in last month's column have caused some smaller companies to "just say no" to the biggest hobby gaming con in the world. Leading the naysayers is Steve Jackson Games (*GURPS, In Nomine*). Jackson has announced that his company won't be there. Palladium Books (*Rifts, Nightbane*) and R. Talsorian (*Cyberpunk*) also announced they are opting out.

• West End is reportedly one of five companies looking to acquire licenses from Central Park Media to produce **games based on hot anime properties** like "Dominion." Central Park was very happy with the work R. Talsorian did on *Armored Trooper VOTOMS* and apparently others believe there's unmet demand in the anime game market.

• A **TSR** staffer was kind enough to clarify the company's **non-competition policy** mentioned in *InQuest* 34:

"The creative staff is not allowed to write games for TSR competitors. On the other hand, if a TSR staffer writes a non-campaign setting-specific book, all TSR asks is right of first refusal. (And the staff is always free to write non-competitive works, as long as such projects don't interfere with normal work.) The six-month moratorium is a remnant of the past ownership/administration and no longer will be enforced—*that's* why the prodigal artists haven't been asked to sign such an agreement."

• This summer look for a parody of the *Settlers of Catan* game. With the working title, ***Settlers of Kentucky***, this Ken Whitman design will have players managing resources like hound dogs, tobacca and junk cars in an attempt to be the first to build shacks and raise stills. Packaging is reportedly going to be a plain brown paper bag.

• Rumor has it that new ***Feng Shui* supplements are in the works.** *Feng Shui*'s publisher, Daedalus Games, has been mired in bankruptcy court and can't produce new material for this well-received roleplaying game of kung fu action movies. An unnamed company has allegedly been given the OK to produce *Feng Shui* supplements. The first of these is supposed to be out by late Spring '98.

• "IQ Confidential" stated in issue #34 that Mr. Tapio committed a crime by producing a magazine and supplements for **Avalon-Hill's *Advanced Squad Leader*** game. Since the court ruled in his favor, technically, no crime was committed.

Remember, you saw it here first. Why you'd wanna remember that, we don't know, but they say that a lot on TV, and since we've all watched too much TV, we're saying it too. If you get hit up by a panhandler who used to be a famous game designer let us know at **IQSecrets@aol.com**

[ONDECK] REVIEWING THE LATEST RELEASES IN GAMING

The Hercules & Xena Roleplaying Game

West End Games are the undisputed kings of licensed gaming. They've done "Star Wars." They've done "Men In Black." They've done "Tank Girl" and "Tales From The Crypt," for chrissakes! Now, they're tackling "Hercules: The Legendary Journeys" and "Xena: Warrior Princess," two of the most popular television shows in syndication, in their latest RPG.

The game system is based on WEG's *d6* rules; fans of the *Star Wars RPG* and the other *d6* games will recognize elements like the wild die, character points and Fate points which act like Force points do in *Star Wars*. The main difference between *d6* and *H&X* is in the use of the custom *Hercules & Xena* dice in determining success or failure. Each die has two Hydra head icons and four Chakram ("the round killing thing") icons. After rolling, the player counts the number of Chakrams; if the total exceeds the GM's set difficulty number, the action succeeds. This minimizes the amount of addition that players need to do and speeds up play. On the downside, you need enough *H&X* dice for all your players, which might mean sharing dice during a game. (Or buying more dice. Ka-ching!)

"Yiyiyiyiyiyi!"



The *Player's Guide* contains everything a player needs to create a hero, including over 20 hero types, a comprehensive list of Grecian names, several races from which to choose, brief skill descriptions, examples of special combat moves from the TV show and an optional system of advantages and disadvantages for detailing characters. The remainder of the book is a guide to the Ancient World, including stats for the show's main characters, the Joxer song and brief notes on the gods. The flair and attitude of the narrator make reading this rulebook enjoyable. Just check out the fine print on the money-back guarantee for spears.

The *Game Master's Book* contains the meat of the system rules. There are chapters on skills, creating adventures, running combat, another overview of the Ancient World, expanded notes on the gods and statistics for the more memorable villains of the Ancient World. This book is mostly game rules, plus tips for fledgling gamemasters to simulate the action of the TV show.

The Hercules & Xena RPG, like the TV show, is action packed. Although a little simplistic for hardcore players, it's an excellent game for first-timers and those apt to come up with wacky solutions for situations. Plus, at only 30 dinars, it's a bargain that would make the merchant Salmoneous blush. ■ **Chris Doyle**

THE GOOD

- **Detailed roleplaying notes are provided for several gods. "Role-play Hermes like a late FedEx delivery guy on amphetamines!"**
- **The Thrill Scene game mechanic from *Men In Black* is here again. Instead of a difficulty number, a player needs to roll the Thunderbolt of Zeus on the "wild die" a certain number of times in a 10 second period. Excellent for actions that need to be performed in a short amount of time.**
- **The solitaire adventure is an outstanding method to teach game mechanics.**
- **Enjoyable to read and easy to understand.**

THE BAD

- **The customized dice that are necessary to play. Don't tell Hera, but to substitute a standard six-sider, 1-2 are Hydra and 3-6 are Chakrams. On the wild die, a 1 is the Eye of Hera and the 6 is the Thunderbolt of Zeus.**
- **A few more examples of game mechanics would have gone a long way to facilitate learning the system.**

THE UGLY

- **Overall, the system encourages a "make up the rules on the fly" position as opposed to one with well-defined game mechanics. Although this is an advantage for inexperienced gamers, most veteran players would probably be disappointed at the lack of charts, statistics and conversion factors.**

the box

HERCULES & XENA RPG

PUBLISHER: **WEST END GAMES**
LEAD DESIGNER: **GEORGE R. STRAYTON**
GENRE: **FANTASY**
RELEASE: **FEBRUARY 1998**
FORMAT: **96-PAGE PLAYER'S GUIDE, 112-PAGE GAME MASTER'S, FOUR-FOLD GAME MASTER'S SCREEN, THREE 16-PAGE ADVENTURES AND SIX ENGRAVED *HERCULES & XENA* DICE**
SUGGESTED RETAIL: **$30**
CONTACT: **WEGSALES@AOL.COM**

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RATINGS: THE BEST · TOP NOTCH · GOOD · OKAY · WEAK · CRAPPY


STAR TREK.
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CUT

[ONDECK]

The Fajo Collection

"Be the only kid on your block with a Roger Maris card."

With *First Contact* in stores less than a month, Decipher has released *The Fajo Collection*, an extremely limited set of 18 cards for the *Star Trek Customizable Card Game*. Although certainly targeted towards the collector—only 40,000 copies will be printed—with so many powerful cards, many of these sets will see more play time than shelf time.



Players will be thrilled that there really isn't a card in the set that should remain unplayed for long. There are a lot of favorites, like Lore and Locutus of Borg, and a few cards whose power will show after time. One of the more underrated cards is Spot, Data's cat on the show. She may look innocent, but she can "pounce" on any one personnel present, and disable them for the turn. Yow! "Hey, Mr. 10 Strength with the Type III Phaser Rifle! Yeah, I'm talking to you! Sit down! Meow!" (Did I mention that she has nine lives?)

The Fajo Collection introduces the first dual personnel card (the Sisters of Duras has two people on one card, and they're also dual affiliation), the first dual-type card (an interrupt/event), the first triple affiliation personnel and the first Q's Artifact. It also introduces the nemesis icon, where certain cards are *made* to battle each other.

The most exciting part of this set is how each card was designed with a lot of attention to detail. From Guinan's vibrant yellow hat to the metallic ink on Picard's Artificial Heart to the bubble gum included with the 1962 Roger Maris Baseball Card, you can tell that this is unlike any batch of cards ever made by the company. The picture of Geordi on DNA Metamorphosis even glows in the dark!

The set is shipped in an attractive binder that would look quite nice on a bookshelf. It includes a signed certificate of authenticity and a great rulesheet that has insider design notes, specific card rulings and even a full translation of the first card printed in Klingon!

This set will have a serious impact on the game, but its limited availability means that it may be a while before the cards show up in the majority of decks. Like the late night ads say, *The Fajo Collection* is not available in stores...so, if you want one, order yours today. ■ **Jason Robinette**

the box

THE FAJO COLLECTION

GAME: STAR TREK CUSTOMIZABLE CARD GAME
PUBLISHER: DECIPHER
GENRE: SCIENCE FICTION
RELEASE: JANUARY 1998
SET SIZE: 18 CARDS
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MARCH RELEASES

■ **AD&D: Cormanthyr: Empire of Elves**
Enter a realm where ancient elves have ruled for millennia, where a great forest spreads across the entire Heartlands. Enter Cormanthyr in this *Arcane Age* campaign setting. TSR. 160 pages. $24.95.

■ **AD&D: Monstrous Compendium, Planescape Appendix III**
The third installment in the Monstrous Compendium series for *Planescape* brings 17 more worlds to the table. Creatures from the Inner Planes run rampant as we discover long-lost secrets on the beings of the Astral, Ethereal and Elemental planes. TSR. 128 pages. $21.95.

■ **AD&D: Servants of Darkness**
The heroes are caught in the middle of a massive witch hunt in this *Ravenloft* adventure. It will take wits, skill and more brainpower than simply knowing that very small rocks do not float to stop the overzealous cleric conducting the Inquisition in the Demiplane of Dread. TSR. 64 pages. $12.95.

■ **BattleTech CCG: Arsenal**
Gunships. Hundred-ton assault tanks. Ground troops. With the fourth expansion for the *BattleTech* CCG, you'll get a variety of non-mech vehicles and infantry that will turn the tide in any mech standoff. Approximately 100 cards. Wizards of the Coast. 15-card booster packs; $2.99 per booster.

■ **Conspiracy X: Forsaken Rites**
Scooby Dooby Doo! Where are you? There are way too many spooky beings included in this supplement for the minds of mortal men (and Thelma). Includes new descriptions of ghosts, demons and other supernatural beings as well as details on magic history and organizations, rituals and its corruptive powers. Eden Studios. 96 pages. $16.

"A gold mine for Storytellers."

The Technomancer's Toybox

The Technomancer's Toybox ranges from hideous to sublime. Luckily for us, the hideous is almost all cosmetic and it's well worth getting past it to the rest. *Toybox* starts off with an engrossing but all-too-short story snippet. Just when I got into it, it said "to be continued." Usually, the stories in *Mage* books last long enough for you to feel satisfied, but wanting more. Not this time, though. I just wanted more.

Let's get the artwork out of the way early. It's typical for White Wolf, which is to say that it ranges from the awful to the amazing (heavier on the good though, this time), and the cover art should be taken out, riddled with bullets, then dissolved in acid.



the box

TECHNOMANCER'S TOYBOX

GAME: ***MAGE: THE ASCENSION***
PUBLISHER: **WHITE WOLF**
DEVELOPER: **PHIL BRUCATO**
GENRE: **SUPERNATURAL HORROR**
RELEASE: **JANUARY 1998**
FORMAT: **104-PAGE SOFTCOVER**
SUGGESTED RETAIL: **$15**

™ & © White Wolf Game Studio

Each section is introduced by "Doctor Volcano," a Virtual Adept with a lot of information he isn't supposed to have. Unfortunately, in the first part, he comes across like a pre-pubescent boy with a "WE IZ K00L" attitude. (This harks back to the main problem with the VA's: Too many of them come across this way.) Luckily, he gets better later.

When I said that it's well worth getting past the cosmetic problems to the rest of the book, I meant it. It starts out with a brief-but-useful section on mechanics related to the use and creation of Devices, then moves on to the Devices themselves. I was afraid going in that it was going to read like the small sections of Devices in other White Wolf books: Short descriptions that, while mildly useful, aren't very interesting. I was wrong. The descriptions of the Devices are long, filled with plot hooks, background and interesting characters, restricting the nitty-gritty game details to a brief paragraph or two at the end. This is a gold mine for Storytellers.

Yes, some of the Devices look like they could be abused by power-gamers ("The Ragnaroc Home Security System" and "The Chopper")—until, that is, you read the restrictions and side-effects. Then there are the things that look like cheesy B-movie inventions ("Telepathy Specs" and "Vrum Vrum Boom")... but again, only until you read the full description. Then the cheesy becomes horrifying and the laughable transforms into the terrifying.

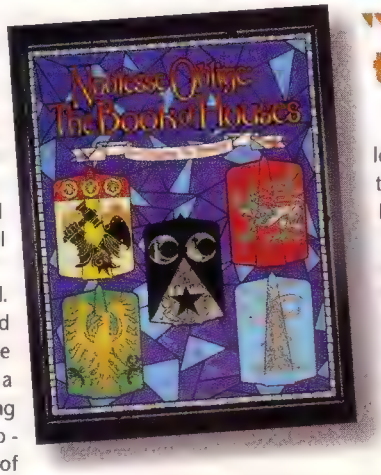
Toybox takes a dubious idea and makes something wonderful out of it. Get past the cover and Doctor Volcano's intro (complete with smileys) and bury yourself in it. ■ **Heather Grove**

Noblesse Oblige: The Book of Houses

Politics. Intrigue. Nasty name-calling behind intricate masks of courtly kindness. If you thought the sidhe weren't complicated enough to begin with, you need *Noblesse Oblige: The Book of Houses*.

Noblesse Oblige is a detailed and entertaining, if occasionally obscure, look at the five Seelie houses that rule the Fae Court. The history and the legends surrounding the founding of each house are given, as well as their political leanings, biographies of important members and the real stories behind the laws the houses supposedly uphold.

The stories are well-written and the art is exceptional. Each house has its own style and areas of interest, reflected both in the style of writing and in the content. House Dougal's chapter is a rambling monologue of the history of the fae, told by one of their nobles, while the Fiona's tale is told in sweeping epics, secret love letters and juicy court gossip. This does occasionally lead to holes in the information, though, and the authors left House Liam as the least fleshed-out house.



"Better living through elfin politics?"

Unfortunately, the pretty stories in *Noblesse Oblige* are just that—pretty stories, nothing more. No rules and very few game mechanics are added, nor are many of the details in the book of the sort that would be useful in constructing plots for a game. When rules are mentioned, the reader is often simply referred to other books. Also, the doings of the noble houses are not of much interest to the commoners, and the nobles tend to think more on the scale of generations than months or years. As background information it's interesting, but that's about it.

This is not to say that the book is worthless; for some sidhe players or storytellers heavily interested in intrigue and political plots, it may be useful. Buy it for the art. Read it for the stories. But unless you're a believer in better gaming through elfin politics, don't expect it to radically improve your game. ■ **Rebecca Schoenberg**

the box

NOBLESSE OBLIGE

GAME: ***CHANGELING: THE DREAMING***
PUBLISHER: **WHITE WOLF**
AUTHORS: **BRYANT DURRELL, JENNIFER HARTSHORN, DEENA MCKINNEY, WAYNE PEACOCK AND ETHAN SKEMP**
GENRE: **FANTASY**
RELEASE: **FEBRUARY 1998**
FORMAT: **144-PAGE SOFTCOVER**
SUGGESTED RETAIL: **$18**

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RATINGS: THE BEST · TOP NOTCH · GOOD · OKAY · WEAK · CRAPPY

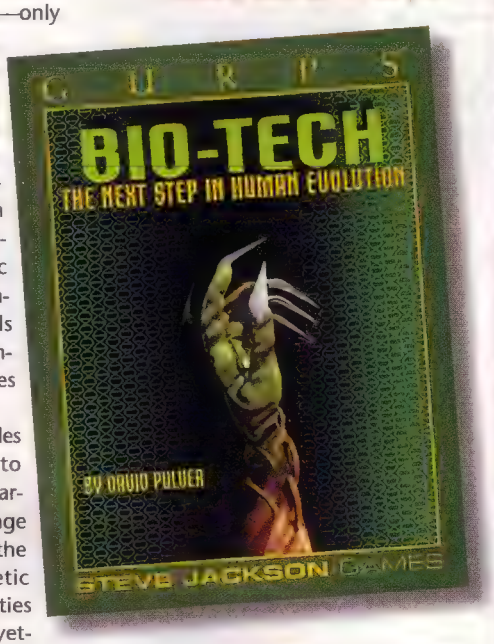
[ONDECK]

GURPS Bio-Tech

Want to build your own replicants like those in "Bladerunner" or your own human-alien hybrid like Ripley or her "child" in "Alien Resurrection"? This book is for you.

GURPS Bio-Tech is not what you might expect. There are no "generic" body parts or abilities to be plugged into your science-fiction game—only specific, highly detailed ones. Instead, *Bio-Tech* begins with a timeline that stretches from before A.D. 1450 through today and then beyond. Technological advances occur at certain periods, both known historical events and those possible in the future. All the genetic and biotechnological modifications are fit into these periods and allow you to limit the technology available at certain times during your setting.

"Remove your male character's most valuable asset from harm's way."



The abilities this book provides for gamemasters or players to engineer their characters are far-reaching and diverse; they range from the predictable, such as the mere modification of cosmetic appearance or statistical abilities and cloning, to the obscure-yet-useful like "Testicle Tuck," which allows you to remove your male character's most valuable asset from harm's way. Details such as monetary cost, recuperation time and technological level required are provided for each ability or modification.

The outcomes and lists of possible genetic manipulation are invaluable in themselves, but this supplement goes beyond that. Do you want to play the tinkerer instead of the tinkeree? Great. There's a section of character classes based around the genetic-modification aspect: genginneers, gene cops that regulate the use of the technology, bioterrorists and so on. There are also sections on sciences related to immortality and the preservation and extension of life. Maybe you want an engineered plant or animal companion instead? The directions are here.

The bibliography in *Bio-Tech* is aces in the hard-science department, but it skimps in the fiction areas and disregards the rich tradition of films dealing with the subject; this is somewhat disappointing, as this is usually one of the more informative sections in a *GURPS* supplement. The art is typical, neither here nor there, but the rest of the book more than makes up for it; it's a must read for SF writers as well as gamers. You may go into this supplement looking for a way to merely give your character claws or a tail, but you'll come away singing "Hello Dolly"...and know how to clone her. ■ **Brent Fishbaugh**

the box

BIO-TECH

GAME: ***GURPS***
PUBLISHER: **STEVE JACKSON GAMES**
AUTHOR: **DAVID PULVER**
GENRE: **SCIENCE FICTION**
RELEASE: **FEBRUARY 1998**
FORMAT: **144-PAGE SOFTCOVER**
SUGGESTED RETAIL: **$19.95**
CONTACT: **SJGAMES@IO.COM**

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MARCH RELEASES

Conspiracy X: Shadows of the Mind: The Psi Sourcebook

After more than 50 years, the secrets behind Aegis' use of psychics as pawns are revealed! Only now can the true story of MKULTRA's horrific experiments and the government's programs to develop psychic powers be told. This new supplement for the world of *Conspiracy X* includes descriptions of old and new psychic disciplines as well as new player profiles and psych backgrounds. Eden Studios, Inc. 112 pages. $17.

Deadlands: Fire & Brimstone

Praise the lord and pass the buckshot! This newest sourcebook for preacher characters in *Deadlands* Weird West should blow the lid off religion and prayer. Just what does the Lord think of the Reckoners? Find out inside. Pinnacle Entertainment. 128 pages. $20.

Deadlands: Ghost Dancers

As above, so below. The Native Americans get their due in this *Deadlands* supplement. You'll find details on individual tribes, new rites and favors, and a little bit about the spirit world, too. Pinnacle Entertainment. 128 pages. $20.

Deadlands: Ground Zero

The final part of the "Under A Harrowed Moon" crossover adventure trilogy with White Wolf's *Werewolf: The Wild West*. We hear the Garou face off against automatons in this one. Al Gore better watch out. Pinnacle Entertainment. 16 pages. $4.95.

Dragonlance Fifth Age: Wings of Fury

A war of wyrms brings the "Dragons of a New Age" saga to an epic conclusion. As the story unravels, you benefit from the most detailed *Dragonlance* resource on dragons ever. TSR. 128 pages. $21.95.

Earthdawn: Crystal Raiders of Barsaive

Bound by honor and shaped by the harshness of their mountain home, the troll crystal raiders are the only force in Barsaive that can battle the mighty airships of the sinister Theran Empire. This book describes these fierce raiding tribes in detail, including the airships they fly, the crystal weapons they wield and several of the most powerful troll clans. FASA. 144 pages. $20.

"Big robots are for fighting!"

Heavy Gear, 2nd Edition



In the middle of 1994, the first edition of *Heavy Gear* was released. Finally, *BattleTech* had some competition for the "big robot fighting game" market. Thirty months, an Activision computer game and an official storyline book later, Dream Pod 9 decided it was time for a bit of refinement.

Heavy Gear isn't just a roleplaying system; it's also a tactical combat game: Big robots are for fighting! In fact, most of the book details how combat works and lists various weapons for players to use. The "campaign rules," for the most part, exist merely to give a GM an excuse for battle after battle. The *Heavy Gear* universe isn't as entrenched in warfare as, say, the *Warhammer 40K* milieu, but it's close.

If you're looking for a good, fun, clean miniatures system, *Heavy Gear* has a lot to offer; the rules cover military action from infantry to tanks to the giant robots everybody loves, and there are rules examining nearly every aspect of the battlefield, from aquatic terrain to extreme temperature conditions to swarms of creatures.

If you're looking for an awesome roleplaying system, *Heavy Gear* might not be the thing for you. Characters tend to start out somewhat already developed, so the joys of building a character from the ground up just aren't here... Heck, there's only one page devoted on how to hand out experience points (one or two points per adventure). Numerous templates of sample characters are provided, but after the first few, they all look pretty much the same. Sure, you can build yourself a bookworm-type character but, sooner or later, you *know* you're going to get into a firefight, so combat skills are all but mandatory.

The dice system, the "Silhouette" system, lets you roll one die for every point you have in a given skill and take the highest roll, modified by any talent the character has. It's a cool system that allows a really talented character to exceed the ability of a really experienced character occasionally. Unfortunately, if a character gets just a few more pluses than usual, he goes from "good soldier" to "war god," which means GMs need to be extra careful when doling out experience points and training.

As a sci-fi roleplaying game, *Heavy Gear* runs a little light. However, if you're tired of 100-ton mechs punching each other because their weapons suck so badly, *Heavy Gear* is right up your alley. ■ **Rick Moscatello**

the box

HEAVY GEAR 2ND EDITION

PUBLISHER: **DREAM POD 9**
GENRE: **MECHA**
RELEASE: **DECEMBER 1997**
FORMAT: **240-PAGE SOFTCOVER**
SUGGESTED RETAIL: **$29.95**

™ & © Dream Pod 9

Marvel Super Dice

"The X-Men strike out."



"One fastball special comin' up!"

That's the patented Colossus-throws-Wolverine maneuver from the *X-Men* comic series. However, in this premiere release of the *Marvel Super Dice* CDG, the X-Men strike out. Serious problems arise both with the game's relationship to comics and with the contents of the game itself.

The connection between the game and Marvel's characters is tenuous. The "superhero" aspect is built around "character dice." The faces of comic book characters are engraved into one side, but they are often unrecognizable even after scrutiny and difficult to tell apart at a glance. About half of the time, the powers of these characters are boring or don't fit the character. While Colossus' power adds to his teammate's and simulates the "fastball special" decently enough, Tessa (a minor villainess at best) has a major power that lets her reroll some of her opponent's dice and add them to her team. The Blob's power fits him; he's big and immobile—but is that fun to play?

Another flaw is the importance of "normal" dice, less powerful dice that represent normal people present at a battle and how they interfere. Though normals can be removed from the game easily during battles, conflicts often come down to who has the most normals remaining for use. This is not good. We want to play superheroes.

The rules are often confusing and the victory condition that allows a player to win based on the number of battle zone points he possesses often degenerates into a simple game of "war" with dice. And for almost 15 bucks, you barely get enough to play the beginners' "Clobberin' Time" game, so you really need to buy two sets. Thirty hard-earned greenbacks is way too much for this game.

I still have high hopes for the rules expansions and new dice in the *Avengers* supplement due out in late spring, but the repetitive and unexciting gameplay, the disappointing execution of the comic book theme and the price all signal the doom of the X-Men. ■ **Brent Fishbaugh**

the box

MARVEL SUPER DICE

PUBLISHER: **TSR**
LEAD DESIGNERS: **JIM WARD & DAVID WISE**
GENRE: **SUPERHERO**
RELEASE: **JANUARY 1998**
FORMAT: **18 RANDOMLY SORTED DICE, 8 AREA/ZONE CARDS, TWO 12-PAGE RULES BOOKLETS**
SUGGESTED RETAIL: **$14.95**

™ & © Marvel Entertainment Group. TSR authorized user

RATINGS: THE BEST | TOP NOTCH | GOOD | OKAY | WEAK | CRAPPY

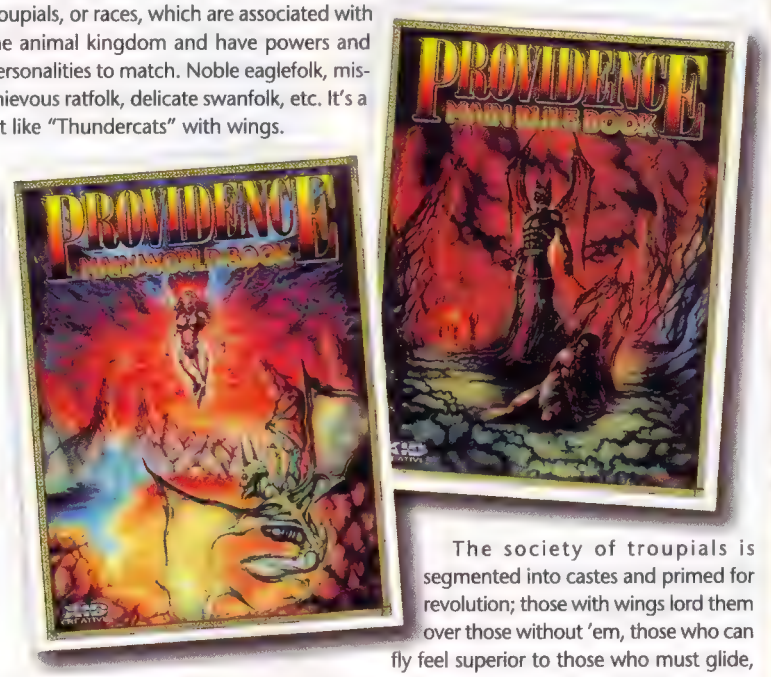
[ONDECK]

Providence

When the booklet for *Providence* hit game stores, it looked like an *In Nomine* clone with its vaguely religious title and artwork featuring angelic and demonic-looking creatures. It was easy to assume that it was another game in the Holy War tradition. Not even close. It's a fantasy game with superheroic elements, a worthy debut from XID Creative.

"'Thundercats' with wings."

The world of *Providence* is located on the inside of a sphere, with the sun somewhere near the center, speared on one of the pillars that hold up the sky. The "floor" of the sphere is covered with jungle, except where the oceans well from the bottom. (Don't think about it too hard. Chalk it up to magic and move on.) The inhabitants belong to various troupials, or races, which are associated with the animal kingdom and have powers and personalities to match. Noble eaglefolk, mischievous ratfolk, delicate swanfolk, etc. It's a lot like "Thundercats" with wings.



The society of troupials is segmented into castes and primed for revolution; those with wings lord them over those without 'em, those who can fly feel superior to those who must glide, and those with feathery wings are in conflict with those with leathery ones. Add in a handful of indigenous creatures with an axe to grind and you've got a setting rife with conflict.

The character generation system for *Providence* is "crunchy," with lots of point-manipulation, advantages and disadvantages and adjustable power levels. The rules also include a magic system, detailing four methods of spellcasting that mesh well with the world.

However, not all is glorious in *Providence*. The Shard mechanic that adds *DC Heroes*-style powers to this low-fantasy world is wholly out of place. Why have powers beyond those of mortal men when you *aren't* mortal men? All it does is add raw power to the setting which the spellcasting system offers already.

Secondly, the *Main Rule Book* gives the system and little else. If you're looking for information on the world or its peoples, you'll need to buy the *Main World Book* for another 30 smackers.

Providence is a beautiful game with lots of gorgeous art, and has the elements to be a solid fantasy game. However, as long as the history and world data aren't included in the main book and the shoulda-been-optional Shards are, you'll have to spend $60 for a playable game. That's trouble in paradise. ■ **Jason Schnelderman**

the box

PROVIDENCE

PUBLISHER: **XID CREATIVE**
DESIGNERS: **NICOLAS JEQUIER AND LUCIEN SOULBAN, ET AL.**
GENRE: **FANTASY/SUPERHEROES**
RELEASE: **JANUARY 1998**
FORMAT: **264-PAGE SOFTCOVER (RULES)**
216-PAGE SOFTCOVER (WORLD)
SUGGESTED RETAIL: **$29.95 EACH**

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MARCH RELEASES

Heaven & Earth

Hey, conspiracy fans! It's "Millennium" meets the "Twilight Zone" on the eve of Armageddon. This diceless RPG begins a five-year story arc bound to contain more darkness than you can resignedly wave a stick at. Event Horizon. 288 pages. $27.95.

Heavy Gear: GM Guide and Screen

A perfect companion to the new edition, this gamemaster's screen collects all the necessary reference tables while also offering advice, tools and resources for the campaigns of even the most experienced GMs. This supplement includes advanced character creation guidelines including perks and flaws for characters. Dream Pod 9. 48 pages. $14.95.

Heavy Gear: The Paxton Gambit

Events set in motion in *Crisis of Faith* take shape in Peace River as political and military factions from across Terra Nova converge on the city-state to advance their own agenda. Building on information in *Heavy Gear* Second Edition, this supplement provides complete scenarios, statistics on several Paxton Gears and information on Peace River, which includes an historical update since *Crisis of Faith*. Dream Pod 9. 64 pages. $15.95.

Mage: Technocracy Assembled, Vol.1

Heavens to murgatroyd. Yet another reprint compilation. This one collects the first three Technocratic convention books: the machine-loving Iteration X, the gene-splicing Progenitors and the mind-warping New World Order. White Wolf. 208 pages. $20.

MECCG: Against the Shadow Player Guide

Like its predecessors, the latest player guide for the *Middle-earth CCG* includes a strategy guide, sample decks, strategy tips for each card and background on how the cards fit into the Tolkien world. Unlike its predecessors, the strategy guide is written by *IQ* editor Jeff Hannes, who threatened to club us all with the Moon Pie™ if we didn't mention his name. Iron Crown Enterprises. 80 pages. $10.

MARCH RELEASES

Millennium's End: Vehicle Sourcebook

The ultimate guide to modern civilian and military vehicles has arrived! Cars, trucks, helicopters, boats, armored personnel carriers... You name it, it's all there in detail. Easy to use and completely illustrated, it's a boon to *Millennium's End* or any modern roleplaying campaign. Chameleon Eclectic. 168 pages. $24.

Mind's Eye Theatre: The Shining Host

Put away your black lace and velvet and drag out your Renaissance Festival garb. It's the *Mind's Eye Theatre* live-action adaptation of *Changeling: The Dreaming*, including rules for all the kith, arts and realms. Chock full of elfy goodness. White Wolf. $15.

Three Stooges Card Game

This wacky non-collectible card game allows three or more players to slug it out Stooge style. Each player plays cards representing Stooge "maneuvers" from the "Moe Eye Poke" to "Look At The Ground," in an attempt to be the last Stooge standing. Archangel Entertainment. 60 cards. $8.95.

Vampire: Dark Ages: Dark Tides Rising

This first of the "Transylvania Chronicles" series gives your coterie the chance to ally with the Tremere, the Ventrue or the Tzimisce (pronounced "Wally"). This four-part series will eventually cross over with the modern *Vampire* setting. White Wolf. 120 pages. $15.

Victory

A fast-paced strategy game using wooden block playing pieces. You command various army, navy and air units in an attempt to outmaneuver your opponent. Designed for maximum play value and not based on a historical situation. (No kidding. Who would command a force of wooden blocks? The Playskool Liberation Army?) Columbia Games. $39.

Werewolf Players Guide, 2nd Edition

You asked for it... Heck, some of you even howled for it. And now it's here: the updated handbook for White Wolf's game of savage horror. Sure to be included are second edition compatible rules for all those other shifter races, including those who won't get their own breedbooks. White Wolf. $22.

ONDECK

Babylon 5 Component Game System

"The next, best hope for a good B5 game."



Heard about the new Babylon 5 hamster wheels? The license has been passed around to so many different companies that it probably won't be long before those, as well as Londo chew toys, show up in your local pet store. In the meantime, yet another game company has been given a crack at turning the popular sci-fi television series into a fun, playable game. Component Game Systems isn't the last but, so far, it is the *best* hope for a good B5 game.

In the initial set of the *Babylon 5 Component Game System* (*B5CGS*), you can represent the Earth Alliance, Centauri Republic, Narn Regime or Minbari. Your goal is to accumulate the most influence (measured by wealth) in the galaxy by building bases at designated planets. Players construct the map-board by placing hexagonal map-pieces face-down. Sections of the map are flipped face-up as they are encountered, revealing such elements as gravity waves and deadly asteroid fields.

Building bases is the key to victory; the more you have, the more money you produce. The more money you produce, the more ships you can build to whup your opponents. Each side has a variety of ships, ranging from fighter squadrons to mammoths like the Minbari War Cruisers, equipped with jump engines and a dangerous array of weaponry.

The game is supplemented by your own customized deck of cards, including crew cards (popular characters from the show), various events and vote cards which, given support, can sway the balance of the B5 universe. The cards, along with each side's special abilities, really help give the game the feel of "Babylon 5." Recognizable characters abound and they're easy to put into play and use—a definite bonus.

My biggest complaint is that the game is often cumbersome. The direction your ships face plays a very important part in the rules for the game. This is fine for combat, but when it comes to movement and building bases, having to waste a turn rotating your ships is booooring. Using the counters included with the set to keep track of your finances will make your head explode; dice are better, but the bookkeeping is still a pain. *B5CGS* games take a while to develop, and combat uses less dice than I prefer, but sending out a fleet to destroy your opponent's stuff is always fun. And of all the licensed Babylon 5 games—and there are quite a few of them—none capture the feel of the show better than *B5CGS*. Given a choice between this game and a chew toy, hey—I'd choose the game. ■ **Jeff Hannes**

the box

BABYLON 5 COMPONENT GAME SYSTEM

PUBLISHER: **COMPONENT GAME SYSTEMS**
LEAD DEVELOPER: **C. HENRY SCHULTE**
GENRE: **SCIENCE FICTION**
FORMAT: **4 CONTROL SHEETS, 50 PLAYING CARDS, 21 MAP PIECES, 96 TOKENS, 3 DICE, RULEBOOK**
RELEASE: **JANUARY 1998**
SUGGESTED RETAIL: **$29.95**
CONTACT: **www.C-G-S.com OR PHONE 607-652-2378**

Babylon 5 ™ & © Warner Bros. Component Game Systems authorized user

RATINGS: THE BEST | TOP NOTCH | GOOD | OKAY | WEAK | CRAPPY

Without honor, one can live many years. Without water, one can live three days.

Hot, arid winds blow from a land far beyond the Emerald Empire of Rokugan.

Whispers on the wind tell tales.

To some, it seems a land filled with adventure.

To others, a desolate vision of unending pain.



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KING of the MOUNTAIN

InQuest crowns the top 10 *Magic* decks of all time

Remember playing that brainy game King of the Mountain when you were a kid? You know, one genius stands on a picnic table and everyone else tries to throw him off so they can be the next target? Sure, everyone gets their moment of glory, but one kid usually ends up spending the bulk of the time at the top—like the really fat kid that no one can move or that slimy guy who kicks everyone in the kneecaps before they can knock him down.

Well, throughout the history of tournament play, *Magic* decks have had that kind of competition. Hundreds of deck designs have come and gone over the past four years, but only a few have really had the power to dominate. What makes a deck great? It's not just whether it has Moxes or not—it's how much it trounces an even field of play.

We've searched through the archives to come up with the 10 best tournament decks of all time, based on how well they did in their day compared to other decks constructed in the same format. So while Demonic Hordes might not do too well in today's tournament field, in '94 it was one of the big-time cards. Likewise, Black Vise/Howling Mine/Stormbind decks never did too well in Type I, but man, did they dominate Type II for a while!

Ready for a trip down *Magic* memory lane? Last deck standing wins...



By Rich Lipman, Alex Shvartsman, Jeremy Smith & the InQuest staff


Necropotence
Take an extra turn after this one.

10 Big Beef Land Destruction

Type: Type I/Classic
Lifetime: Early 1994 to Spring 1994

Function: This deck was crude, rude and mean in its day. It starts out by axing a few land and then putting out the big beef creatures. Defense? Defense is putting out an even bigger creature to pound your opponent with. With Moxes and Dark Rituals, a first-turn Juggernaut or Juzam Djinn is not uncommon. Once you have enough mana, bring on the Demonic Hordes—with Instill Energy they can knock off two lands a turn; once your opponent's real estate is cleared out, the Hordes gear up for the attack.

Dominance: In a time when no one played with Swords to Plowshares because white was "too weak," a first-turn Juggernaut or Juzam Djinn could spell your opponent's doom. Plus, a lot of players didn't have a full set of Moxes, which made the landkill that much more effective.

Repercussions: Landkill was the first universally-accepted tournament strategy. Before focused landkill decks hit the scene, players just came up with the best deck they could make with the cards they owned. Decks like this one made players realize that a well-planned theme could win you a tournament.

ARTIFACTS
1 Black Lotus
2 Jayemdae Tome
4 Juggernaut
1 Mox Emerald
1 Mox Jet
1 Mox Ruby
1 Mox Sapphire
1 Mox Pearl
1 Sol Ring

BLACK
4 Dark Ritual
2 Demonic Hordes
1 Demonic Tutor
2 Drain Life
4 Hypnotic Spectre
4 Juzam Djinn
4 Sinkhole
2 Terror

LANDS
4 Bayou
4 Forest
1 Library of Alexandria
7 Swamp

GREEN
1 Berserk
4 Ice Storm
2 Instill Energy
1 Regrowth



ProsBloom 9

Type: *Mirage/Visions* Constructed
Lifetime: Spring 1997

Function: One of the few pure combo decks to do really well in—and actually win—a big tournament, the ProsBloom deck wins by blowing your opponent away with a huge Drain Life. The rest of the deck is geared to generate enough mana while protecting the combo, which goes something like this: First get Squandered Resources into play. Then sacrifice all your land and cast Natural Balance. Sacrifice more mana, dump it all into a big Prosperity and then ditch cards to a Cadaverous Bloom to get even more mana. Continue casting Prosperities or Infernal Contracts as necessary and, once you've got enough mana, fire off the Drain Life. While all this is going on, make sure you've got a City of Solitude in play so your opponent is reduced to staring at you, dumbfounded.

Dominance: ProsBloom became popular almost immediately after *Visions* came out and was the deck of choice among many of the top players at Pro Tour Paris. ProsBloom is still one of the more popular Type II decks, although it was at its peak in the limited *Mirage/Visions* environment.

Repercussions: Shortly after the Paris Pro Tour, Squandered Resources, the motor that makes this deck go, was banned in *Mirage/Visions* and *Mirage/Visions/Weatherlight* tournaments. The DCI has considered banning it in Type II as well.

BLACK
2 Drain Life
4 Infernal Contract
4 Vampiric Tutor

BLUE
4 Impulse
4 Prosperity

GOLD
4 Cadaverous Bloom
4 Squandered Resources

GREEN
2 City of Solitude
1 Elven Cache
4 Natural Balance
3 Wall of Roots

LANDS
2 Bad River
7 Forest
5 Island
6 Swamp
4 Undiscovered Paradise



8 Bazaar Reanimator

Type: Type 1.5/Classic Restricted
Lifetime: Early 1997 to Present

Function: Reanimator decks have always been around in one form or another, but Bazaar of Baghdad is the key to this deck. Early on, it lets you get enough creatures in your graveyard to begin recursion of the Ashen Ghouls and Nether Shadows. Meanwhile, the cheap Animate Deads and Shallow Graves allow you to bring back nasty beasts like the Crimson Hellkite or Deep Spawn, or even a second-turn Nicol Bolas. Later in the game, the Bazaars can be used to give you card advantage as you can return the Krovikan Horror to your hand and continually discard it with the Bazaar to draw more cards.

Dominance: Designed in early 1997, the Reanimator deck is still one of the best decks to play in Type 1.5. Raw speed helps this deck stomp any challenge, and in longer games most decks are unable to thwart the Bazaar/Ghoul/Shadow combo.

Repercussions: The success of this deck was one of the springboards for the Buried Alive strategy which players took advantage of once *Weatherlight* was released.

BLACK
4 Animate Dead
4 Ashen Ghoul
4 Dark Ritual
1 Demonic Consultation
4 Krovikan Horror
4 Nether Shadow
4 Shallow Grave
4 Vampiric Tutor

BLUE
4 Deep Spawn

GOLD
4 Nicol Bolas

RED
2 Crimson Hellkite

LANDS
4 Bazaar of Baghdad
4 Badlands
1 Diamond Valley
8 Swamp
4 Underground Sea



7 Vise Age

Type: Type II/Standard
Lifetime: Summer 1995 to Early 1996

Function: Named "Vise Age" because it took advantage of some of the more powerful cards in the then-new *Ice Age* set, this deck tries to deal as much damage as early as possible before finishing off the opponent with Erhnams, Orggs and direct-damage. First-turn Black Vises are the pride and joy of this deck—a first-turn Strip Mine/Vise is even more likely to ensure victory. Once the deck gets rolling, Howling Mines serve to replenish your hand as well as keep your opponent scrambling under the pressure of a Vise or two. Those extra cards are also prime for powering Stormbind, one of the hallmark cards of a Vise Age deck. Tinder Walls and Orcish Lumberjacks give the deck the ever-important speed element, and Jokulhaups serves as a reset button in the rare instances you fall behind.

Dominance: For a several-month period in the fall of 1995, Vise Age was the dominant deck in Type II. One of the first questions players had to consider when constructing a tournament deck was, "What will my deck do against a first-turn Black Vise?" Those that couldn't find a good answer were usually trounced.

Repercussions: Because this deck was so dominant, Black Vise was restricted in Type II, opening up a whole new realm of possibilities in deck design. If Black Vise hadn't been restricted, decks like the Necrodeck wouldn't have existed.



ARTIFACTS
4 Black Vise
4 Howling Mine

GOLD
3 Stormbind

GREEN
4 Erhnam Djinn
4 Tinder Wall

RED
2 Fireball
4 Incinerate
2 Jokulhaups
4 Lightning Bolt
2 Orcish Lumberjack
2 Orgg
1 Shatter

LAND
8 Forest
4 Karplusan Forest
8 Mountain
4 Strip Mine

6 The Rack/Balance Deck

Type: Type I/Classic
Lifetime: Winter 1994 to Spring 1995

Function: Yet another deck that proves that Bazaar of Baghdad doesn't suck, this red/white/green deck exploits Balance as a Mind Twist, Wrath of God and Armageddon all rolled into one two-casting-cost card. Quickly reduce your hand-size with the Bazaar and by firing Lightning Bolts and Chain Lightnings at your opponent. Once you've found a Balance and knocked yourself down to one card, cast the Balance to wipe out your opponent's hand and his army. Mishra's Factories and Racks keep the damage coming and, by the time your opponent recovers, you can Balance again.

Dominance: This deck, brought to fame by the 1995 Southeast Regional Champion Adam Maysonet, dominated through speed and a rather atypical method of library-manipulation. By using the Bazaar of Baghdad's disadvantage as a benefit, this deck was able to stomp most competitors.

Repercussions: This deck was one of the first to utilize Balance as a power card. Before this deck became popular, white was often snubbed in tournament play. The brutal effectiveness of Balance made players reconsider the value of playing white.

ARTIFACTS
1 Black Lotus
1 Candelabra of Tawnos
1 Chaos Orb
3 Library of Leng
1 Mox Emerald
1 Mox Pearl
1 Mox Ruby
2 Relic Barrier
4 The Rack

WHITE
4 Balance
2 Consecrate Land
3 Disenchant

GREEN
1 Regrowth
3 Sylvan Library

RED
4 Chain Lightning
3 Fireball
4 Lightning Bolt

LANDS
4 Bazaar of Baghdad
1 Maze of Ith
4 Mishra's Factory
4 Plateau
4 Savannah
4 Taiga



Erhnamgeddon 5

Type: Type II/Standard
Lifetime: Fall 1995 to Spring 1997

Function: Slow and steady wins the race with this green/white control deck. Start by building up a mana supply with Elves and Fellwar Stones. Plop down a big creature like, say, an Erhnam Djinn, then fire off an Armageddon. When your opponent builds his forces back up again, lather, rinse, repeat. Meanwhile, Zuran Orb and Ivory Tower keep the life coming in, and Land Tax lets you weed through your deck, helping you recover from the Armageddons or stripping out unwanted lands.

Erhnamgeddon decks usually take a long time to win—sometimes a big creature can blow your opponent away in five turns, but matches are usually much more drawn out, with you taking over when your opponent finally runs out of ways to destroy your creatures or counter your strategy.

Dominance: Few decks have stood the test of time longer than Erhnamgeddon. Even when key elements in the deck have been restricted, banned or cycled out of tournament play, the basic form of the deck has remained constant. This deck has survived losing Land Tax, Swords to Plowshares and even the Erhnam Djinns. As long as Armageddon is tourney-legal, this deck archetype will be a force to reckon with.

Repercussions: Many cards have become casualties of the restricted or banned because of this deck, including Zuran Orb and Land Tax.

ARTIFACTS
1 Feldon's Cane
2 Fellwar Stone
1 Zuran Orb

GREEN
1 Autumn Willow
4 Erhnam Djinn
1 Hurricane
4 Llanowar Elf
2 Sylvan Library
2 Whirling Dervish

WHITE
3 Armageddon
1 Balance
3 Disenchant
2 Land Tax
2 Order of Leitbur
2 Serra Angel
4 Swords to Plowshares
2 Wrath of God

LANDS
4 Brushland
8 Forest
7 Plains
4 Strip Mine



4 Kird Ape/Channelball

Type: Type 1.5/Classic
Lifetime: Spring 1994 to Fall 1995

Function: It's not every Type I deck that can afford to go without two of the five Moxes, but with 18 one-casting-cost spells, this one can. Like a prize fighter, this deck comes on strong early, delivering blow-after-blow with Giant Growthed Kird Apes and Elvish Archers. The brutal efficiency of spells like Time Walk, Ancestral Recall and, in this deck especially, Timetwiser keep the motor running until it's Channel time. Or, if Channel is too risky, there are plenty of Fireballs and Disintegrates to do the job.

Dominance: During much of the time when this deck was popular, Type I was all about speed. While there were a few permission decks running around, most games were about who could kill who faster. The Kird Ape variety of the Channel/Fireball deck was by far the fastest.

Repercussions: In many ways this deck began the drive for efficient decks with speed and multiple paths to victory. It could win with creatures, big gouts of flame or the Channel/Fireball combo. Single-minded tournament decks were much less common after the success of this deck.

ARTIFACTS
1 Black Lotus
1 Mox Ruby
1 Mox Saphire
1 Mox Emerald
1 Sol Ring

BLUE
1 Ancestral Recall
1 Counterspell
1 Time Walk
1 Timetwister

GREEN
1 Berserk
1 Channel
4 Elvish Archers
4 Giant Growth
4 Llanowar Elves
1 Regrowth

RED
4 Disintegrate
4 Fireball
4 Kird Ape
4 Lightning Bolt

LANDS
2 Forest
1 Library of Alexandria
1 Mountain
4 Strip Mine
4 Taiga
4 Tropical Island
4 Volcanic Island



3 Titania/Balance Deck

Type: Type I/Classic
Lifetime: Fall 1994 to Spring 1995

Function: Like The Rack/Balance deck, this deck revolves around, you guessed it, Balance. With all the cheap artifacts, you're able to dump your hand early and quickly set up the Howling Mine/Relic Barrier combo. Pretty soon, you're out-drawing your opponent three or four cards to one. After that, it's just a matter of setting up the Winter Orb/Icy Manipulator lock. Any creatures your opponent manages to play are flushed by the Balances, and since you usually don't need more than one or two lands in play, the Balances function as an Armageddon as well. Once you've got 20 casting-cost worth of artifacts in play and your opponent is completely shut down, drop the Titania's Song and it's game over.

Dominance: In a time when land destruction and permission decks were all the rage, the Titania deck was easily able to deny them both. It always beat land destruction at its own game and was simply too fast for—and too good at locking down—permission decks. Abyss decks with their artifact creatures were also very popular at the time, but the Relic Barriers brought them to a grinding halt.

Repercussions: It was because of decks like this that Balance, at one time the most powerful card in the game, had to be restricted. The basic principles of this deck have more recently become popular in the deck archetype now knows as "The Prison."

ARTIFACTS
1 Black Lotus
1 Chaos Orb
4 Fellwar Stone
3 Howling Mine
4 Icy Manipulator
1 Ivory Tower
2 Jade Statue
1 Mox Emerald
1 Mox Jet
1 Mox Pearl
1 Mox Ruby
1 Mox Sapphire
4 Relic Barrier
3 Winter Orb

GREEN
1 Regrowth
3 Titania's Song

WHITE
4 Balance
4 Disenchant
4 Swords to Plowshares

LANDS
1 Forest
4 Mishra's Factory
1 Mishra's Workshop
2 Plains
4 Savannah
4 Strip Mine





2 The Deck

Type: Type I/Classic
Lifetime: Spring 1995 to Spring 1996

Function: "The Deck" was one of the original decks to center around the concept of card advantage. This deck, invented by current Pro Tour player Brian Weissman, counters or destroys anything played against it early on and avoids most attackers with Moat, while setting up a card-advantage lock involving at least one Disrupting Scepter. Eventually your opponent is reduced to one card in his hand; if he doesn't cast it during his turn, he'll lose it to the Scepter. Meanwhile, you're drawing several cards a turn with Jayemdae Tomes and the Library of Alexandria. Once the lock is set up, finish off your opponent with counterspell-protected Serra Angels or a Mirror Universe.

Construction: This deck was able to deal with and beat virtually any type of tournament deck that came its way. It became the hallmark of carefully thought-out deck design, earning the simple designation, "The Deck."

Significance: The power of this deck taught players the importance of card-advantage in tournament play. Just about every permission deck created since has been based upon The Deck's original principles.



ARTIFACTS
1 Black Lotus
2 Disrupting Scepter
1 Jayemdae Tome
1 Mirror Universe
1 Mox Emerald
1 Mox Jet
1 Mox Pearl
1 Mox Ruby
1 Mox Sapphire
1 Sol Ring

BLACK
1 Demonic Tutor

BLUE
1 Amnesia
1 Ancestral Recall
1 Braingeyser
2 Counterspell
4 Mana Drain
1 Recall
1 Time Walk
1 Timetwister

GREEN
1 Regrowth

RED
2 Red Elemental Blast

WHITE
4 Disenchant
2 Moat
2 Serra Angel
4 Swords to Plowshares

LANDS
4 City of Brass
4 Island
1 Library of Alexandria
2 Plains
3 Strip Mine
4 Tundra
3 Volcanic Island

1 The Necrodeck

Type: Type II/Standard
Lifetime: Spring 1996 to Fall 1996



Function: Although there have been several variations, all Necrodecks rely on the same key element—card advantage. With the help of Necropotence, you can outdraw your opponent, eventually bringing him to his knees with more creatures than he is able to block or eliminate. Hypnotic Specters, Hymn to Tourachs and Strip Mines thwart your opponent's strategy early on, allowing you to build up before dropping the Necro. Once in play, cards like Ivory Tower and Zuran Orb keep the life flowing in and, if need be, Nevinyrral's Disk is there to get rid of the Necro. In the meantime, a steady stream of Black Knights, Orders of the Ebon Hand and similar creatures pick apart your opponent's life total. When you run low on cards, you simply drop the Necro, fill your hand back up to seven and get back to business.

ARTIFACTS
2 Icy Manipulator
1 Ivory Tower
2 Nevinyrral's Disk
1 Zuran Orb

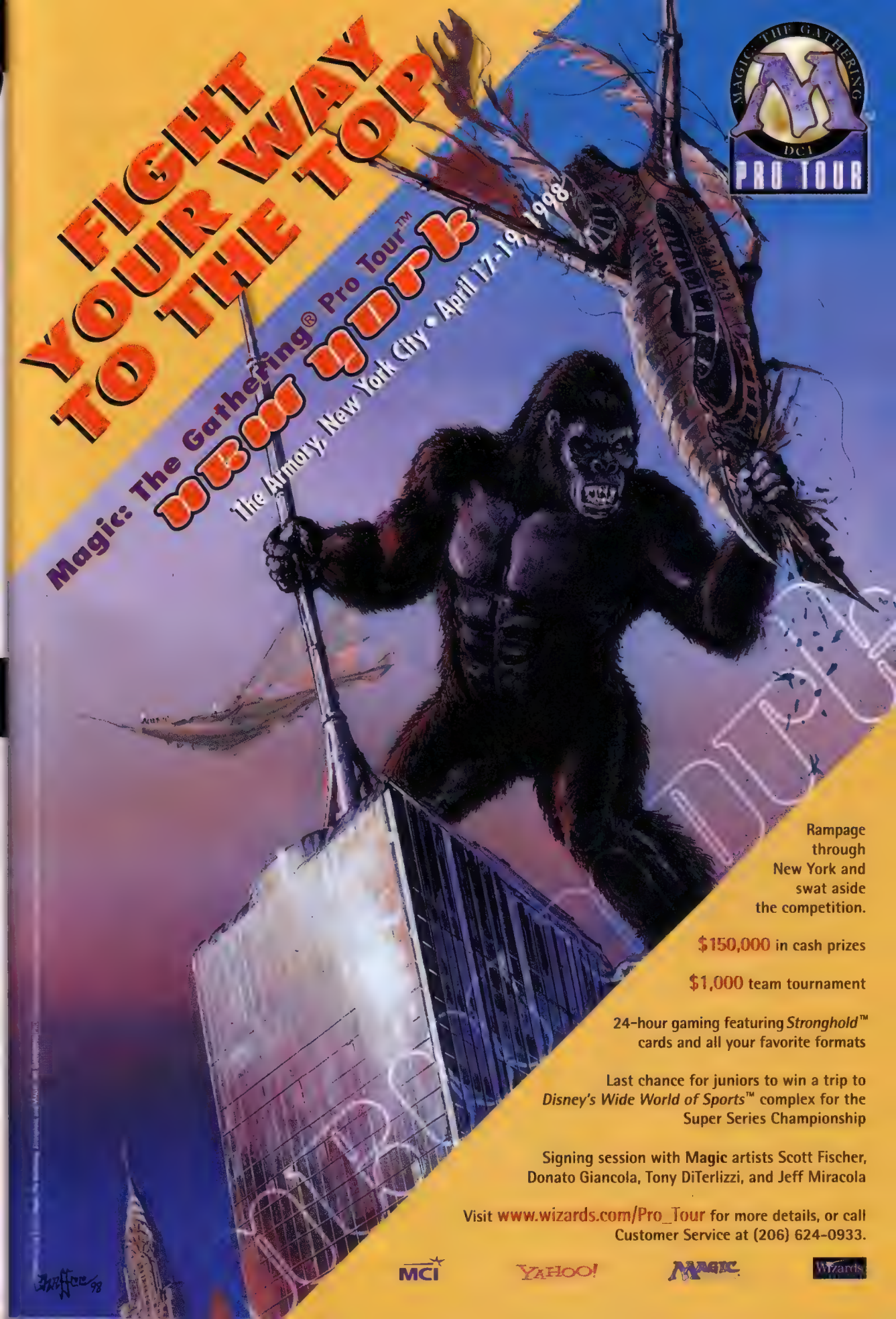
LANDS
4 Strip Mine
18 Swamp

BLACK
4 Black Knight
4 Dark Ritual
3 Drain Life
4 Hymn to Tourach
4 Hypnotic Specter
2 Icequake
1 Ihsan's Shade
4 Necropotence
4 Order of the Ebon Hand
2 Sengir Vampire

Significance: There have been hundreds of deck designs over the years and some, like the ones in this article, have become mainstream. None have dominated more than the Necrodeck. How popular was Necro? At the 1996 World championships, over 65 percent of the field was playing a Necro-deck. To this day variants of the original Necro-deck are still popular, even though most of the key elements have been stripped out.

Disposition: It was little surprise when Hymn to Tourach and Strip Mine, two of the deck's key cards, were restricted in September 1996. The ensuing DCI ruling which banned all restricted cards in Type II was no coincidence either.

The InQuest staffers don't play King of the Mountain. They're much too busy with foosball, Killer Assassin and video pro-wrestling.


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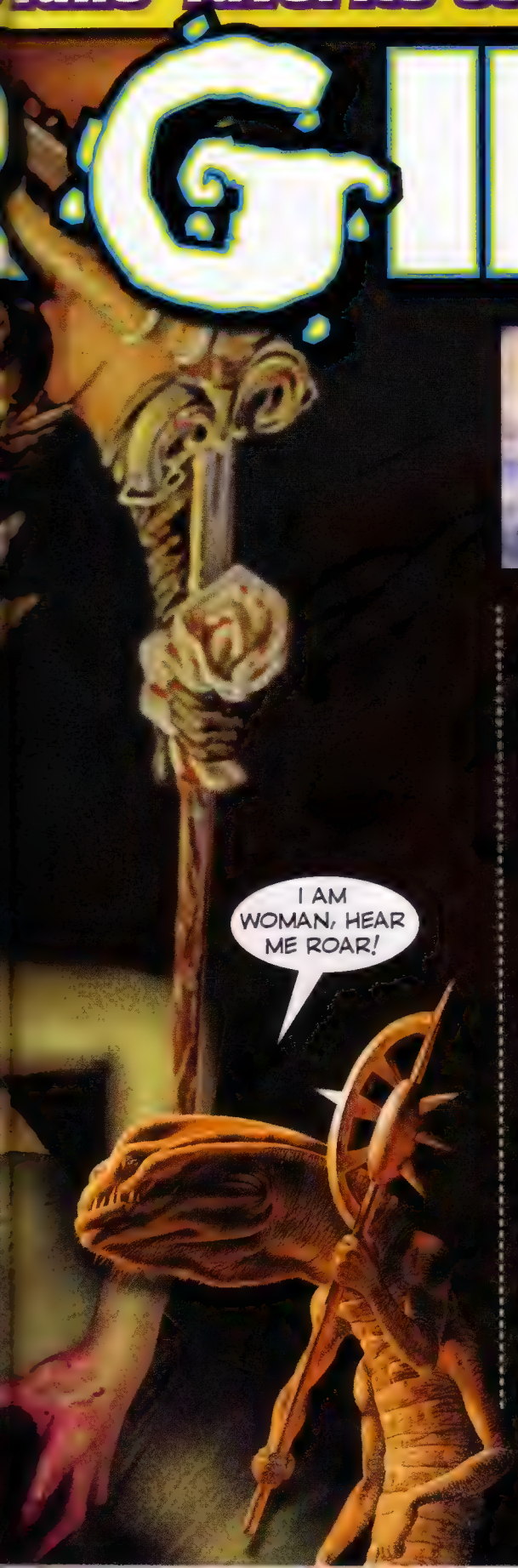
InQuest *turns the*

COVER



fans' favorite covers into cards

GIRLS





A near-naked vampire chick. A beckoning mummy. A female Conan approaching a ghastly citadel.

InQuest covers, each and every one of them. Sure, they look pretty and we love seeing the female bod, but a lot of thought goes into the image that adorns the front of our mag (at least, we like to think so). We try to tell a story with each cover, whether it's a baby dragon poppin' out of the egg or the mysterious Caterpillar Woman spinning a deadly web with one hand and shushing us with the other.

Of course, being cardfloppers and all, we always wondered "What kind of cool cards could we make out of these covers?" In honor of our third anniversary, let's take a nostalgic look back at a bunch of *InQuest* covers—and what the heck, we'll make up a CCG card for each one...

By the *InQuest* staff



Rampant VITAS Infestation
Cover: *InQuest* #1 **Artist:** John Bolton **Game:** Shadowrun
InQuest debuted with this beauty. The story goes that English fantasy painter John Bolton sent over his "final" sketch—and our vampire was butt-naked! We crapped our pants. Time was short and no one was answering on the Bolton line. Lucky for us, good ol' Mr. Bolton was just joking and put some clothes on the gal (just barely).



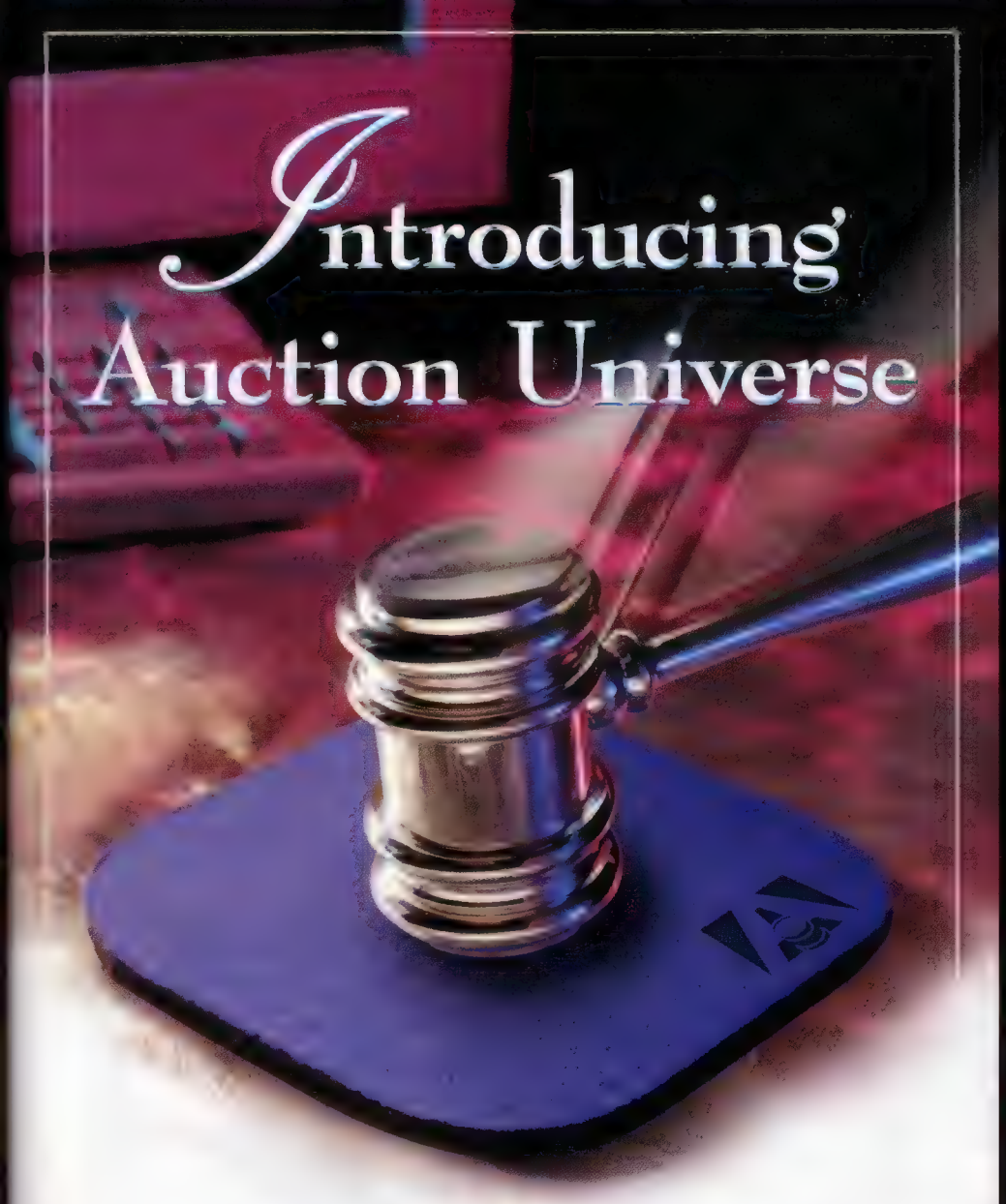
Elder Chaos Slug
Cover: *InQuest* #2 **Artist:** Anson Maddocks **Game:** Mythos
Anson Maddocks was King *Magic* Artist back in the early days of *InQuest*, so we asked him to paint us a weird creature. Believe it or not, his initial sketch was a little too tame—some drider-looking guy on a web—but when we told him to cut loose, he knocked our socks off with this bizarro, skull-in-the-slug monster.



Beckoning Mummy
Cover: *InQuest* #10 **Artist:** Fred Fields **Game:** *Magic: The Gathering*
Fantasy artist Fred Fields, recently hired as a staff illustrator for Wizards of the Coast, did one bang-up job on this baby! The alluring-yet-disturbing mummy won a 1996 Honorable Mention award for best newsstand cover. We got this cool plaque and everything.



Dragonslayer Barbie
Cover: *InQuest* #22 **Artist:** Larry Elmore **Game:** *Magic: The Gathering*
Out of the three year's worth of cover images, legendary fantasy artist Larry Elmore's "Dragonslayer Barbie" has garnered the biggest fan response. Could it be the way she carries that leather? Nah.



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Birth of a Dragon
Cover: *InQuest #25* **Artist:** Ed Beard Jr. **Game:** *Legend of the Five Rings*
Our second anniversary issue went through a whole bunch of artists who weren't confident they could pull off our assignment—a newborn dragon cracking out of the egg and staring into someone dragon's ghost eye. For many painters Ed Beard would be loaded, and he certainly didn't disappoint.



Pilara
Cover: *InQuest #33* **Artist:** Alan Pollack **Game:** *Legend of the Five Rings*
Six months in the making, this cover was a true collaboration between the idea we started with and the final painting former TSR artist Alan Pollack delivered. Interesting enough, Alan's fiancée was the model for the Caterpillar Woman—from the waist up, that is.



Kur'lie Herdsman
Cover: *InQuest #27* **Artist:** Fred Fields **Game:** *Star Wars*
We had no idea Fred Fields' cute-and-deadly, scrunchy-faced sandworm was a female. Alien physiognomy—go figure.



Hidden Citadel
Cover: *InQuest #36* **Artist:** Ed Beard Jr. **Game:** *Middle-earth CCG*
The idea for this cover began as a "find the hidden item" puzzle, then Ed Beard added his artistic flair, and *voilà*—a stunning painting with a moody, ominous castle threatening the female looks approaching it. How many fantasy items can you find in this issue's cover?


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Riddle Me This

PERPLEXING YOUR PCs WITH PUZZLES, CIPHERS & RIDDLES

BY RICK SWAN

When roleplayers aren't skewering monsters or tallying their treasures, they're usually scrounging for information: the whereabouts of a reclusive wizard, the location of a secret passage, the translation of an arcane spell. No doubt about it: In a well-run campaign, there's info a-plenty they need to acquire.

So how do you, the gamemaster, make the info available? Well, you can opt for the easy way and spoon feed it to 'em by, for instance, having them "accidentally" stumble across the spell translation in a diary (boring), or allowing them to overhear the wizard's address while guzzling brew at a local bar (lame). Or you can make 'em work for it, presenting the info in the form of brain teasers which they have to unravel if they wanna get the goods. Not only do brain teasers force players to use their noodles, they contrast nicely with the physical challenges common to most campaigns, offering a fun alternative to the typical cavalcade of monsters and deathtraps.

Let's take a look at three categories of campaign-appropriate brain teasers: riddles (enigmatic questions requiring witty answers), ciphers (coded words whose letters have been substituted with different letters or unusual symbols) and visual puzzles (head-scratchers based on physical objects). We'll show you how they're used, give you some examples and explain how you can come up with your own.

RIDDLES

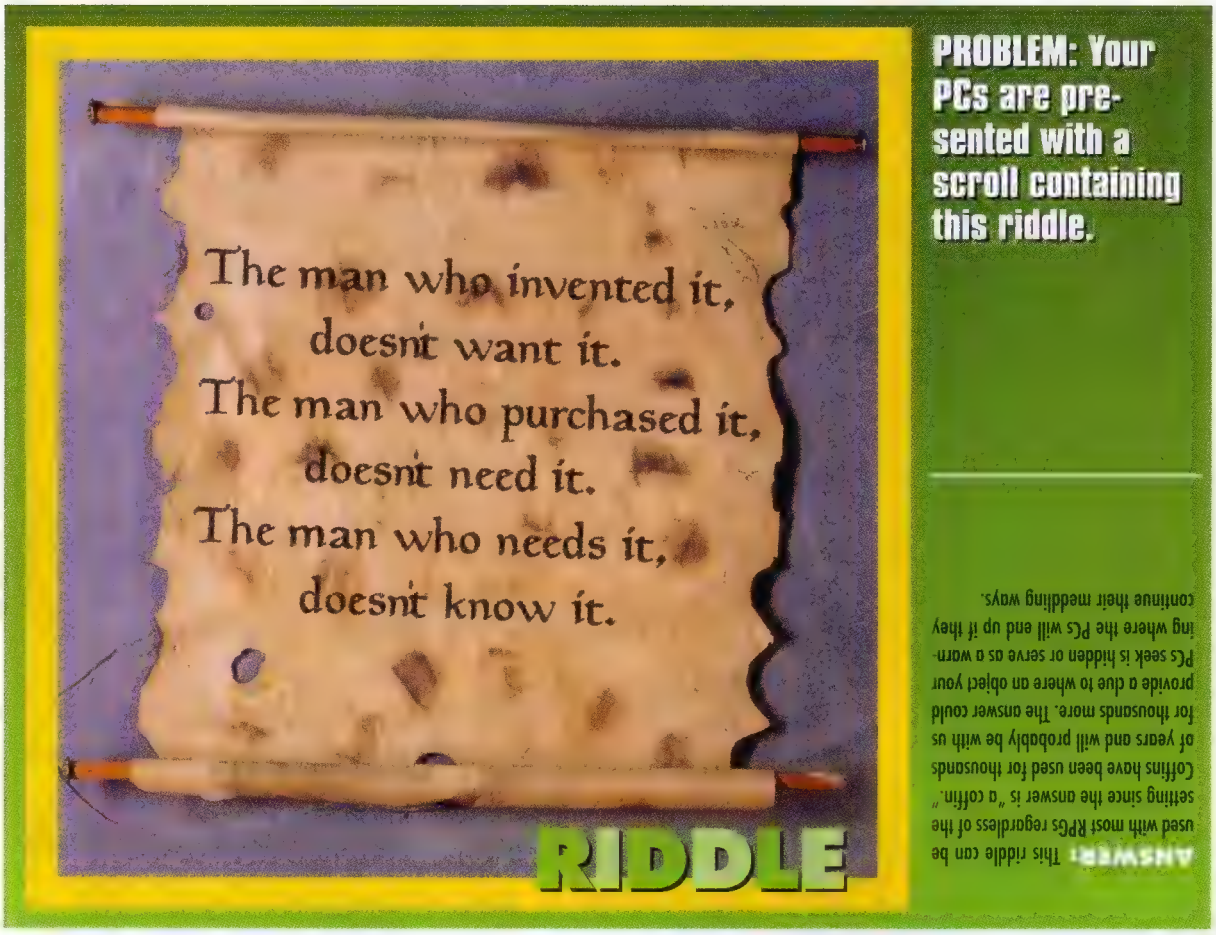
People have been tormenting each other with riddles since the dawn of civilization. In ancient Egypt, King Nectanebo challenged Lyccrus, king of Babylon, to settle their war with a riddle contest. (Lyccrus won, but he cheated.) Folks of the Middle Ages amused themselves with riddles to pass the time between famines and plagues. And Greek mythology spawned what is arguably the most famous riddle of all time when a grumpy Sphinx asked Oedipus Rex, "What has one voice, yet walks with four feet, then two, then three?" Oedipus correctly answered, "Man" (he crawls on all fours as a baby, stands as an adult and uses a cane as an old timer). The Sphinx responded by committing suicide, a true sore loser.

Fantasy literature, too, is rife with riddles, evidenced by this sample from Tolkien's "The Hobbit" where Gollum puts this to Bilbo:

What has roots that nobody sees,
Is taller than trees,
Up, up it goes,
And yet never grows?

So what the heck is it? A mountain, of course.

Riddles serve the same functions in roleplaying campaigns as they do in literature and history: to assess worthiness ("Only the truly intelligent are allowed to pass this way; let us determine if you qualify"), to tease ("Perhaps I will help you; that is, I might if you answer this") and to demonstrate arrogance ("Even if I dangle the secret in front of your face. I'm certain you're too stupid to figure it out"). And remember, campaign riddles don't



PROBLEM: Your PCs are presented with a scroll containing this riddle.

ANSWER: This riddle can be used with most RPGs regardless of the setting since the answer is "a coffin." Coffins have been used for thousands of years and will probably be with us for thousands more. The answer could provide a clue to where an object your PCs seek is hidden or serve as a warning where the PCs will end up if they continue their meddling ways.

have to be laugh-out-loud funny or chicken-across-the-road goofy. Just try to make 'em clever.

METAPHOR RIDDLES

Both the Sphinx and Gollum used metaphor riddles—descriptions of everyday places, animals or objects couched in intentionally cryptic language. Though metaphor riddles appear in a variety of styles, they all share a common structure, making them pretty easy to create. Essentially, a metaphor riddle consists of two (or more) seemingly contradictory qualities of an object that, taken together, suggest a paradox. One quality tends to be specific ("taller than the tress"), the other vague ("never grows"). Or consider this one: "What has teeth but can't bite?" The specific quality is "teeth," the vague quality is "can't bite." (And the answer is "a comb.") Don't worry too much if a quality is sufficiently specific or vague; the important thing is to pinpoint a couple of qualities that seem to contradict each other.

To design your own metaphor riddle, begin with the solution; that is, the object the riddle describes. Let's say our object is "night." Start listing all the qualities of the object, keeping an eye out for a quality with a double meaning, a quality that might be interpreted in two different ways. So what about "night?" Well, let's see...it's dark, it's starry, it falls—aha! How about this?

What falls at dusk but makes no sound?

Let's try "chair." Hmm...it's furniture, you sit in it, it has four legs...bingo!

What has four legs yet always stands still?

See? With a little practice you can do this all day. By the way, if you're poetically inclined, consider tuning the riddle into a rhyming verse, which not only makes the riddle more evocative, but also gives the campaign an appealing Tolkeinesque flair. F'rinstance:

What falls at dusk
But makes no sound
Yet fills the sky
And cloaks the ground?

Gollum would be proud, don'cha think?

PUN RIDDLES

A simpler, though less satisfying, type of riddle is based on a pun. A pun is a word that has two strikingly different meanings depending on the spelling ("dear" and "deer") or context ("litter" can refer to a bunch of puppies or the stuff in a cat box).

To whip one up in a hurry, use the pun as the solution, then work backwards, constructing a question that incorporates both meanings of the pun. For instance, the dual meanings of "blue" suggest something along the lines of: Why does the ocean cry? Here's another: Which of the king's relatives is always up at dawn? Answer: the son (sun).

VARIANT RIDDLES

If writing riddles from scratch seems like too much effort, you can take the lazy way out and fool around with variants of existing riddles. This method might sound cheesy, but it can be surprisingly effective if you use words that evoke the campaign setting. Here, for example, are a trio of old favorites:

What word do people always say wrong?
(The word "wrong")

What is the middle of Paris?
(The letter "R")

How do you spell frozen water with three letters? **(I-C-E)**

For a campaign set in Middle-earth, we make a few minor adjustments...

What word do hobbits always pronounce poorly? What lies in the center of Rivendell? How do you spell death with six letters? **(S-a-u-r-o-n).**

CIPHERS

DUIVMV JT JO UIF CBTFNFOU

Get it? If not, try replacing each letter with the one that comes before it in the alphabet (so D = C, U = T, etc.). This is an example of a substitution cipher, a common method of disguising a message so that it can only be read, in theory anyway, by a person who knows the system. Ciphers go back at least to ancient Greece, when Julius Caesar invented a substitution system for encoding orders to his troops. In the early 1600s, Cardinal Richelieu developed a set of punched cards that generated ciphers to conceal his personal correspondence. Ciphers have also been used to camouflage secret formulas, treasure locations, even love letters. They can fill similar functions in RPG campaigns.

SUBSTITUTION CIPHERS

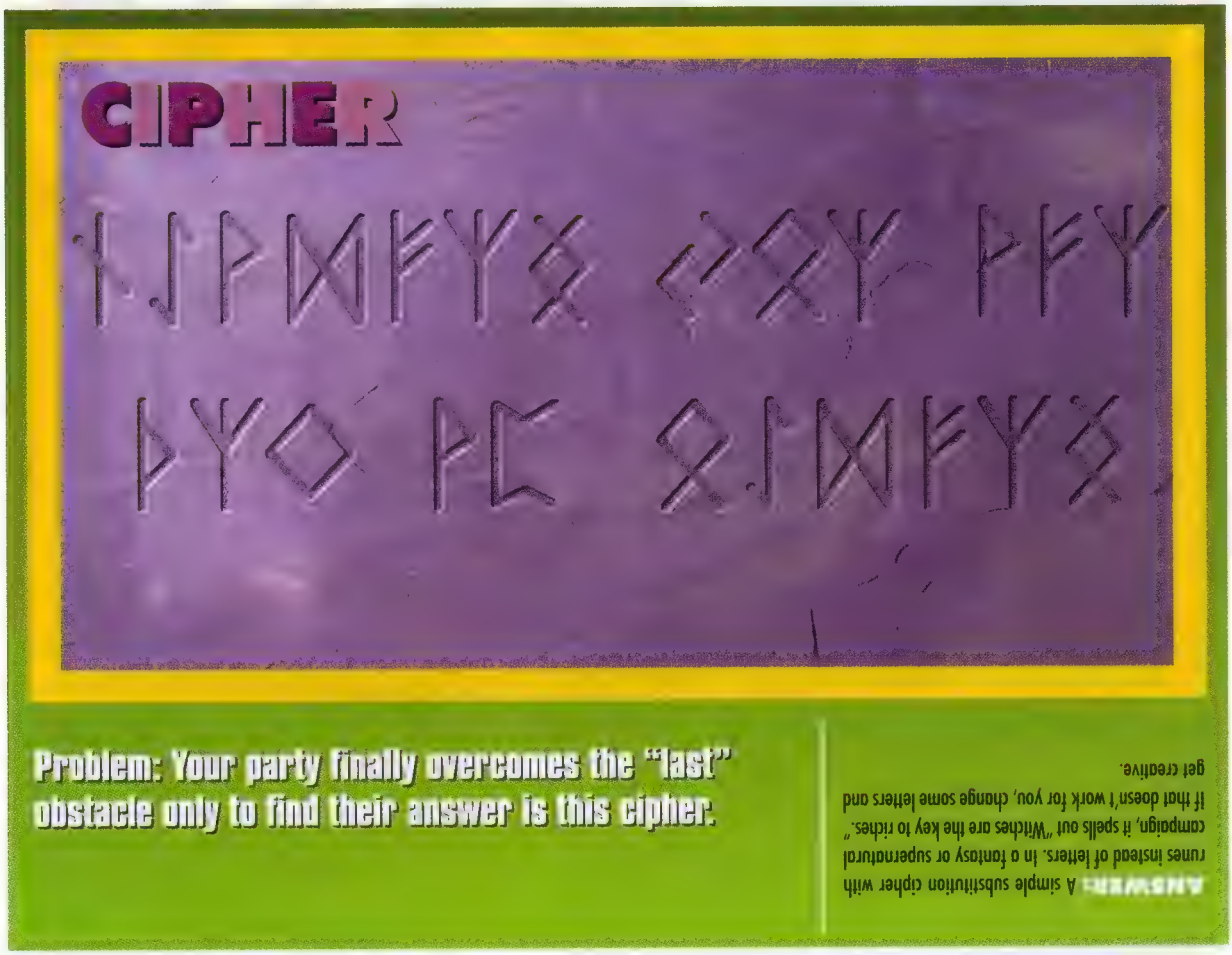
Any system of replacing one letter with another will do, so long as it's consistent; that is, if E = B in the first word, then E must represent B in all of the other words too. The cipher key, which should be made available to the message's intended recipient, simply consist of a list of the letters of the alphabet and the corresponding substitutions. You don't have to use letters as substitutions; you can use runes as we did in the illustration, numerals, punctuation marks or any symbols you like. In Arthur Conan Doyle's "The Adventure of the Dancing Men," Sherlock Holmes decoded a cipher comprised of stick figures.

To make a substitution cipher a bit more baffling, eliminate the spaces between the letters. Thus, DUIVMV JT JO UIF CBTFNFOU becomes DUIVMVJTJOUIFCBTFNFOU. Want it more aggravating still? Write the whole thing backwards (UOFNFTBCFIUOJTJVMVIUD). Alternately, you can clump the letters into arbitrary groups of, say, three (DUI VMV JTJ OUI FCB TFN FOU) or five (DUIVM VJTJO UIFCB TFNFO UBITE). Notice on that last example, we stuck a few phony letter (called nulls) on the end to make it come out even.

DATE CIPHERS

This one's a beauty: a snap to unravel if you have the key, nearly impossible if you don't. The key can be any six-digit number, but a calendar date, like Dec. 1, 1997, is best, since a typical campaign provides all kinds of opportunities to generate dates. Here's how it works.

1. Write out the date in numerical form—12/01/97—then eliminate the slashes. The resulting number, 120197, is the key.



Problem: Your party finally overcomes the "last" obstacle only to find their answer is this cipher.

ANSWER: A simple substitution cipher with runes instead of letters. In a fantasy or supernatural campaign, it spells out "Witches are the key to riches." If that doesn't work for you, change some letters and get creative.

2. Write out the message you want to encipher, then write the key underneath it, repeating as necessary.

KING SWAN IS DEAD
1201 9712019712

3. To encipher a letter, move forward in the alphabet a number of places equal to the number underneath. For instance, to encipher the K, move forward one space to get I. For I, move ahead two to get K. If the number is 0, the letter doesn't changes, so the N remains N. If you reach the end of the alphabet when counting forward, just start over at the beginning. An S shifted nine spaces becomes B, for example. The enciphered message, in its entirely: LKNH BDAP IT MEBF.
4. To decipher the message, the recipient merely writes the key underneath, then shifts the letters backwards through the alphabet the indicated number of places. Pretty slick, eh?

DECIPHERING

There are hundreds of encryption and encoding methods but, unless your players are exceptionally smart or given lots of help, the odds of them untangling even a date cipher are remote. Substitution ciphers, however, can be broken even by novices, providing the ciphered message is fairly lengthy (short messages are hard to crack because they have fewer recognizable word strings.)

A benevolent gamemaster should help players out by making available a list of the most common two-letter words, or making sure that one word is very obvious (see the bio box at the end of this article for an example).

VISUAL PUZZLES

Remember the opening of "Raiders of the Lost Ark" when Indy had to put just the right counterbalance on the pedestal in order to swipe the treasure? That's an example of a visual puzzle, a brain teaser tied to a physical object. Visual puzzles take a variety of forms. For instance, the solver might be asked to assemble the pieces of a broken statue, sort colored pebbles into the proper containers or determine which bridge leads safely over the abyss. Visual puzzles can have the same function as riddles—to show "worthiness" for example—but are better as obstacles players must overcome to achieve a short-term gain. Solving a visual puzzle to disable a trap, reveal a secret passage or open a locked door beats making a "observation" check any day.

But what makes a good visual puzzle? First, they all have tangible components, which can be anything from chess pieces (which the gamemaster may employ as props) to shards of magic crystal (which the gamemaster can describe or represent with colored paper). Second, they all require the solver to physically interact with the components. Though the possibilities are endless, here's a few to get you started.



PUZZLE READING

Your local library should have plenty of riddle books which can serve as inspiration. Two good ones are, *Fiddle with a Riddle* by Janne Berstein, and *The Game of Words* by Willard R. Espy. There are also several web sites dedicated to riddles. Have your search engine look for the word riddle and you'll get more than you need.

For many different ways to encrypt words try to find a copy of *Codes, Ciphers and Secret Writing* by Martin Gardner. There are dozens of other good books available on this topic.

Visual puzzles can be found everywhere: Most fantasy computer games include them, RPG adventures often describe them and publications like *Games* magazine are filled with them (though they'll take a little adapting to fit into a roleplaying campaign).

MULTIPLE CHOICE PUZZLE

Probably the most common type of visual puzzle is the multiple choice test: Which of 10 coffins conceals the vampire? Which of two vials is poison, which is the antidote? Which door conceals the lady, which the tiger? Because most multiple choice puzzles consist of the same elements—a problem, several seemingly identical objects, and a clue that leads to the solution—they're reasonably easy to create.

Start with the problem. Let's say we're at the base of a mountain, facing three identical skulls mounted on poles, with bones scattered around them (see visual puzzle on p. 50). Touch the correct skull and a passageway will open granting entrance to the mountain and allowing your adventurers to go forward with their quest. Touch the wrong skull and you join the boneheads littering the ground.

Next you need to provide a clue, something that subtly distinguishes one option from the other. This is tricky. For starters, if the clue's too obscure, the players won't have a chance of figuring it out. Suppose, for instance, you mark one skull with a Tibetan death symbol. That's fine, presuming any of the characters is familiar with Tibetan death symbols.

How about scattering bones in front of only one of the poles? Duh. Too easy. No fun.

How about animal scratches or droppings, from, say, squirrels or birds—on one of the skulls? And maybe there's an insect on one of them. Now you're talking. A thoughtful player should be able to conclude that animals are using the skull as a perch; hence the scratched skull is safe. And since the insect hasn't been fried, that one too is OK. These clues are just right: not too obscure, not too obvious, and understandable with a little deductive reasoning.

SEQUENCE PUZZLE

Another nifty way to drive your players nuts is to make them perform a series of actions in a specific order. To activate a spell, for instance, they must polish the gems of a crown in a particular sequence. Or, to lower a drawbridge, they must pull the correct series of levers or punch the correct number of buttons. In other words, they can't solve the puzzle without ferreting out the pattern, which requires diligence and logic along with a fair amount of trial and error.

A tried-and-true type of sequence puzzle involves the navigation of floor tiles. To escape the room (or deactivate the trap or signal for help), the solver must step on colored (or numbered or oddly shaped) tiles in a certain order. For example, if the floor resemble a checkerboard, maybe the solver must avoid all the black tiles, or hop across it in a "Hopscotch" pattern. The possibilities are endless.

Numbered tiles lend themselves to a myriad of variants. Maybe the solver is only allowed to step on even-numbered tiles, or tiles divisible by three. Perhaps the values of the numbers are insignificant; maybe he must only step on numbers with circles in them (0, 6, 8 and 9). These type of puzzles are even better if you tie them into a bigger part of your campaign. Maybe the adventurers know the evil wizard serves the seven demons of H'gnarth, making that number (and anything it divides evenly into) bad news.

GETTING STARTED

Here's a few tips to successfully integrate riddles, ciphers and puzzles into your campaign:

- **DO YOUR HOMEWORK.** Don't attempt to improvise puzzles on the spot. Make 'em up in advance.
- **APPEARANCE COUNTS.** Any brain teaser that can be written down (like riddles and ciphers) looks especially cool when scribbled on a scroll. We've provided a few photo samples you can use right now but, if you wanna make your own, see "Creative Campaigning" in *InQuest* #32, which tells you how to manufacture sarcophagus-fresh scrollwork along with a cryptful of other way-cool props.
- **DOUBLE-CHECK.** Before the campaign gets underway, give your stumpers the once-over. Get rid of any unintentional ambiguities (if you refer to "stones" in the first line of a riddle, don't refer to "pebbles" in the next). Look for spelling errors (easy to make in ciphers). And be sure you remember all the answers (nothing's more embarrassing than forgetting how to solve your own puzzles).
- **PLAY FAIR.** Give the players a fighting chance of figuring out your brain teasers, which means no ciphers in Swahili and no puzzles with 100,000 pieces. Ideally, a puzzle has one, and only one, answer. And for God's sake, don't get cute and give them one that—surprise!—has no answer at all. Because they'll kill you. And you'll deserve it.

BRAINS OVER BRAWN

It doesn't matter if your players are a band of cavemen in 1,000,000 B.C. or a crackerjack Corporate Response Team in the far future, there will always be times when brain power should be more important than brawn power. And what better way to test your player's brains than with a good puzzle from your buds at InQuest? Armed with this article should be well on your way to devising some challenging brain teasers for your campaign.

Before we go, here's a pop quiz. Eliminate six letters from the following to reveal the name of *InQuest*'s favorite paperweight.

scioxwlentosteers

Hint: It's not quite a riddle, not quite a cipher and not quite fair.

Sjdl Txbo uijoit uif JoRvftu tubgg dpvme u qnt xbut pvu pg b cppu xjui jotusvdujpot po uif iffm.

So You Think You Know *Magic*?

Are you a mana maven or moron? Test your *Magic* IQ

By Alex Shvartsman and the *InQuest* staff

If you thought the gaming test from InQuest #32 was tough, you may want to get a doctor's note and sit out this one. If you're up for it, see how you fare on this marathon of Magic miscellany.

1. You're in an alternate universe where *Magic: The Gathering* was released under the name they'd originally planned. You ask your local shopkeeper for a booster pack of...

A. The Battle for Dominaria
B. Mana Clash
C. Sorcerous Assembly
D. Planeswalker Jamboree!

2. How many Sacred Mesa tokens does it take to block and kill a Sengir Vampire that has first strike?

A. 4
B. 8
C. 12
D. More than it would take to reach from here to Uranus

3. Which of the following *Magic* cards will you never see?

A. A blue Hurricane
B. Serendib Efreet with artwork of Ifh-Biff Efreet
C. Goblin Artisans with power/toughness of Gaea's Avenger
D. Serra Angel with artwork of Time Elemental

4. Which of the following players won a Pro Tour twice?

A. Olle Rade
B. Mike Long
C. Clint "The Fist" Canyon
D. None of the above

5. You're facing a Skulking Ghost. Which of the following cards will *not* kill it?

A. Lifelace
B. Red Elemental Blast
C. Hydroblast
D. Erhnam Djinn

6. Which of the following can be countered by Nether Void's ability?

A. Lich Dookie
B. Scragnoth
C. Kaervek's Torch
D. Songs of the Damned

7. This card was printed in the Limited, Unlimited and 4th Editions of *Magic*...but not in Revised.

A. Atog
B. Twiddle
C. Kudzu
D. Buttweasel of Bogardan

8. Which of the following cards might you see in an Extended format tournament?

A. Mox Jet
B. Mirror Universe
C. Kird Ape
D. Mahamoti Djinn

9. Which of these spells is capable of killing a Soltari Priest?

A. Lightning Bolt
B. Fry Priest
C. Jokulhaups
D. Aftershock

10







10. You have two Sapphire Medallions in play. You cast a Capsize and pay the buyback cost. How much mana have you paid?

A. UU2
B. UU3
C. None. Buyback isn't really a "payment." It's more like a lease.
D. 4

11. Your opponent has a land with a Consecrate Land enchantment upon it. To get rid of the land, you could use a...

A. Stone Rain
B. Dwarven Miner
C. Pillage
D. Blowtorch

12. Your Grizzly Bears has been enchanted with Armor of Thorns. What will its power and toughness be if you play Grave of Servitude the next turn?

A. 5/1
B. 2/2
C. Asskicker/Badass
D. 7/3

13. If a Cloudchaser Eagle is cast with Æther Flash in play:

A. The Eagle spins uncontrollably to its doom in the water below where it becomes food for the tiny plankton living therein.
B. Cloudchaser Eagle will destroy Æther Flash and remain in play.
C. Both Cloudchaser Eagle and Æther Flash end up destroyed.
D. You cannot cast a Cloudchaser Eagle when Æther Flash is in play.

14. What happens if you cast Animate Dead on a White Knight?

A. You cannot target White Knight with Animate Dead because it has protection from black.
B. You get to animate the Knight but as soon as it comes into play Animate Dead will fall off, due to its protection from black.
C. The creature gets animated just fine and stays in play because, by the time it comes into play, Animate Dead has already successfully targeted it.
D. The White Knight becomes a Black Knight and starts pummeling you while shouting "Death to The Man!"

15. A player casts Blood Moon and then a Celestial Dawn while a Volcanic Island is in play. Then he enchants that land with an Evil Presence. What color, or colors, of mana does it now produce?

A. Black
B. White

C. Pick any color. Hey, it's your house, your rules.
D. White and Red



16. You attack with a Ball Lightning. There's a Furnace of Rath in play. Your opponent blocks with a Headless Horseman. How much damage will he take?

A. 0
B. It depends where the Ball Lightning hits the horseman. If it's a head shot, he takes no damage, but you take 12. Duh!
C. 10
D. 20

17. You bring a Time Vault into play and your opponent untaps it with an Infuse. What does this mean?

A. You can tap the Time Vault to take an extra turn.
B. You must skip your next turn.
C. You cannot use the Time Vault until it becomes tapped.
D. It means he's been playing this game waaay too much and should go home now, declaring you the winner and supreme overlord of the universe as he exits your house bowing repeatedly.

18. Which of these cards does not have a casting cost?

A. Alchor's Tomb
B. Ancient Tomb
C. Cyclopean Tomb
D. Tormod's Crypt

19. Which of these cards has not been reprinted with a new name, and the exact same ability, and a different casting cost?

A. Azure Drake
B. Mox Emerald
C. Regrowth
D. Sinkhole

20. It is the beginning of your upkeep and you have only these cards in play: Cosmic Horror, Fledgling Djinn, Juzam Djinn, Minion of Leshrac, Minion of Tevesh Szat, Yawgmoth Demon and six swamps. What is the minimum amount of damage you could take during your upkeep?

A. 1
B. 8
C. 0. Your house. Your rules.
D. 18



SCORING

Okay sports fans (hey, *Magic was* on ESPN after all), multiply the number of questions you answered correctly by five to get your score. If you actually had to dig out cards to do the test, penalize yourself five points. If you picked "your house, your rules" give yourself a 10-point bonus for attitude.

91-100+: ICY MANIPULATOR
Shivan? Tapped 'im. Leviathan? Done him. Hell, you rule.

81-90: GRINNING TOTEM
It's hard to wipe that stupid smile off your face when you're always winning. Well, not always; occassionally an Icy shuts you down and reminds you who rules.

71-80: KNOWLEDGE VAULT
You know the difference between spellcasting and spelling, but need to bone up if you wanna run with the big hounds.

61-70: DARING APPRENTICE
You guessed a lot and manged a respectable score. Very good, grasshopper… now catch fly with chopstick.

51-60: MEMORY LAPSE
Remember the kid who always has his hand raised grunting "ooh, oooh, ooh, I know, I know," but when the teacher calls on him he's forgotten the question? That's you.

31-50: MARSH GAS
You're no moron, but until you learn a bit more about the game, you'll continue to be a weenie.

0-30: URZA'S MORON
You're still not sure what paper rectangles with weird drawings have to do with pulling bunnies from top hats. Bunnies pretty…

ANSWERS

1. B. Some of us think *Battle Cry* is a viable alternative, though.
2. C. The Sengir deals first strike damage and gains +4/+4. It then takes 8 more Sacred Mesa tokens to kill it off.
3. C. All the others are legitimate inspirits. The blue Hurricane is from the Summer Edition, and worth a pretty penny to collectors.
4. D. No player has ever won more than one Pro Tour.
5. B. Anything that can target a Skulking Ghost kills it, even an Crimson Djinn offering it foreswork. Red Elemental Blast cannot target a nonblue permanent, which means it will not kill the Ghost. Pyroblast, on the other hand, would.
6. C. Lich Dookie isn't an actual spell. Scrongrath says it can't be countered, right there on the card. And songs of the Damned is a mana source, which also cannot be countered.
7. B. Invisible.
8. D. The Extended format allows from the Revised Edition and *The Dark* expansion on, so the Mox and the Mirror (from *Legends*) are out. The Kird Ape would be legal… except that it's been banned. Only Fat Mott makes it.
9. C. Jokulhoups is capable of killing a creature with protection-from-red since it neither targets nor assigns damage to it.
10. A. Medallions reduce total casting cost—buyback included—but don't do a thing for colored mana. Also, they look kicky without expensive evening wear.
11. C. While a Consecrated land cannot be destroyed, it can still be *buried*. Bury and destroy are two different effects, the main difference being that you cannot regenerate from buried. Blow tordoes aren't journey legal.
12. A. Armor of Thorns conslenthy checks to see if the creature is black. Since Grave of Servitude makes the creature a enchants black, the Armor will fall off.
13. C. Both of these cards' abilities are what are called "triggered abilities." The ability is triggered when the card is played and resolves even though the card itself may have been destroyed by another effect.
14. C. While you can target a protection from black creature with a black spell while it's in the graveyard, as soon as that creature comes into play, the protection will cause Annihilate Dead to fall off and send the critter back to the graveyard.
15. B. Changing mono-symbols is a special case, and happens after the results of all the other effects have been calculated. This whole shebang is under Wolf scrutiny, though, and may change.
16. D. When the 2/2 headless horseman blocks the 6/1 Ball Lightning, the Ball Lightning's damage is doubled to 12. Ten of that damage trombes over to your opponent, triggering the Furnace again and doubling it to 20.
17. C. Time Vault has errata which states that you must remove a "time counter" from the Vault in order to take an extra turn. The only way to put one of these counters on the Time Vault is by skipping a turn and untapping it—but it must be tapped first.
18. B. Trick question. The Alpha Cyclopean Tomb does not have a printed casting cost, but it still has a casting cost of four generic mana. Ancient Tomb, on the other hand, is a land, and lands do not have casting costs.
19. B. There's fighting Drake (also known as Azure Drake), Elven Cache (aka Regrowth) and Ken of Tears (aka Sinkhole), but if you were thinking Moss Diamond was the same thing as Mox Emerald, think again. Unlike the Emerald, the Diamond comes into play tapped.
20. A. Sacrifice the Cosmic Horror to the Minion of Leshrac (protection does not effect sacrifices) and tap the Minion to destroy the Yawgmoth Demon. Pay two black mana to satisfy the Minion of Tevesh Szat's upkeep cost and tap it to kill the Fledgling Djinn by giving it +3/-2. Process the Juzam Djinn's upkeep and take one point of damage.

KILLER DECKS

Kudzu's Revenge

BY GARY WISE

In the early days of *Magic*, people scrounged up their last pennies to buy one more booster pack in the hope of getting a cool rare like Chaos Orb or Gauntlet of Might. Unfortunately, more often than not you'd end up with something lame like a Farmstead, Chaoslace or *gasp* Kudzu. However, even the worst card has a use, and can even find its way into a tournament-level deck. This "throwaway" card is the symbolic centerpiece of an inexpensive Extended deck that combines the best attributes of green with the power of land destruction.

This deck works fast to gain control of the board, then keeps it with cards like, well, Kudzu.

Like any speedy green deck should, it usually kicks off with a first-turn Llanowar or Fyndhorn Elf. This sets you up to play one of the deck's eight three-mana land destruction spells—either Thermokarst or Winter's Grasp—on the second turn. If all goes well, you'll be able to add Creeping Mold to your selection on the third turn.

But why stop there? Icy Manipulators work just as well as land destruction if you use them to tap your opponent's lands during his upkeep. Still not enough? That's where the Kudzu comes in. With all those Icy's around, Kudzu can be an effective means of crushing your opponent's lands. Just play it on an obtrusive land, tap it with an Icy, and when he moves the Kudzu to one of your lands, tap your land and give it back to him. With eight elf dudes, you'll be able to afford losing a land or two.

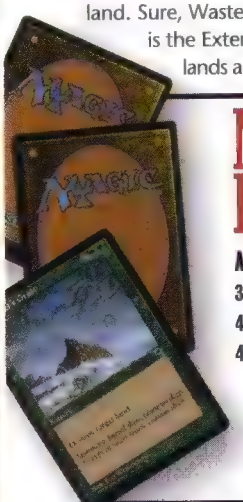
Now, what do you add to a land destruction deck to make it better? Why, *more* land destruction! Strip Mine is a no-no in Extended, but that's okay…it's been replaced by *Tempest*'s Wasteland. Sure, Wasteland can only target non-basic lands, but this is the Extended format we're talking about, where dual-lands and Mishra's Factories reign. With 21 ways of taking out your opponent's land, you should be able to knock out at least one of the colors your opponent is playing, and often more than that.



The rebellion in the Chia factory was bound to happen sooner or later.

However, good landkill decks aren't only about killing land—there will be times when your opponent is able to cast spells and creatures. You need to be able to control *all* aspects of the game. In some cases, you'll go up against a deck that utilizes Diamonds or Medallions. Fortunately, the Creeping Molds and Icy's handle these just as well as they deal with lands. (Plus, they make great fodder for your Uktabi Orangutans.) You might have trouble with a big creature if your opponent can get one into play. If such an instance arises, it's usually Icy to the rescue. Otherwise, you may have to take a pounding until you've got enough critters and damage dealers to gang-tackle it.

Weenie creatures, on the other hand, are a breeze. Triskelions are a bit pricey at six mana, but you'll usually have enough



MOTHER NATURE'S LANDMINE

ARTIFACTS	GREEN CREATURES	GREEN SPELLS	LANDS
3 Cursed Scroll	2 Erhnam Djinn	4 Creeping Mold	12 Forest
4 Icy Manipulator	4 Fyndhorn Elf	1 Kudzu	4 Mishra's Factory
4 Triskelion	4 Llanowar Elf	4 Stunted Growth	4 Wasteland
	2 Uktabi Orangutan	4 Thermokarst	
		4 Winter's Grasp	

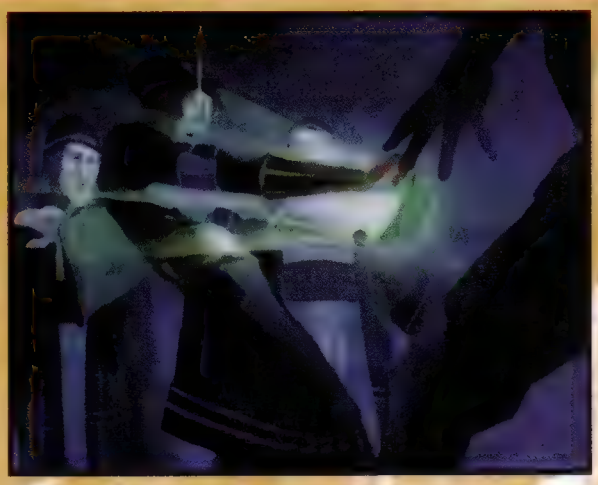
SIDEBOARD

3 Barbed Foliage	2 Serrated Biskelion
3 Emerald Charm	3 Tranquility
2 Quirion Ranger	2 Uktabi Orangutan

SUBSTITUTIONS

Erhnam Djinn → Uktabi Efreet
Mishra's Factory → Stalking Stones
Triskelion → Serrated Biskelion

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"Is this your idea of a Light spell?"

mana by the time you need them anyway. 4/4 creatures are always nice, but it's the Triskelion's firing ability that really makes it worthwhile. One Triskelion can pick off a one-, two- or even three-toughness creature. If there aren't any creatures in your way, you can opt for the all-out attack. Attack for four and then shoot three counters at your opponent for a total of seven damage. Just don't make the mistake of firing those counters until they'll win you the game. You'll always have an opportunity to use the counters, so wait until the last possible moment.

Another good damage-dealer is the Cursed Scroll. This is quickly becoming one of the most popular tourney cards. Just hold onto a few extra land, use the Scroll when all you've got is a handful of Forests and you're assured two points of damage. Of course, there's always good old fashion beat-down. Erhnams are among the most cost-efficient creatures in Extended and the ever-annoying Mishra's Factories are always ready to deliver some damage. Even your army of Elves can poke away a few points.

The kicker in this deck is Stunted Growth, a hugely underrated card that can devastate your opponent, ensuring that once you have the advantage, you keep it. Forcing your opponent to put three cards back on top of his library has many ramifications, not the least of which is that your opponent won't draw any land for at least three more turns.

The sideboard is mostly built to augment the effectiveness of this deck against other popular deck archetypes. The Emerald Charms and Tranquilities will help you take out gimmicky decks like Mesacraft and Fruity Pebbles, and the Barbed Foliages and Serrated Biskelion give you more protection against those annoying Knights and Orders. For decks toting a lot of artifacts, be sure to sub in the extra Orangutans.

Kudzu's Revenge gives you an opportunity to play with some older cards you never thought you'd use again while still being competetive in the Extended environment. With no dual lands in the deck, it's significantly cheaper to build than most other Extended tourney decks, and there's nothing quite like seeing the look on your opponent's face when you defeat him with a Kudzu.

Gary Wise is a frequent member of the Pro Tour. If you happen to bump into him, he'd be happy to trade his extra killer Kudzus for your useless dual lands.

THEME DECKS

the new killer deck

FOGLIO PORTFOLIO

When it comes to theme decks, we've covered a broad range of topics over the years—everything from sports to demons to the irreverent bashing of old people. One thing we haven't looked at is artists. So, in our 32nd installment of "Theme Decks," we've decided to honor a prolific *Magic* artist—and who better than Phil Foglio, winner of the 1997 *InQuest* Fan Award for best artist (see pg. 88)?

Our man Phil has worked on 42 different *Magic* cards—unfortunately, most of them suck. (In play value, that is, not artistically.) So, in order to come up with a playable deck, we had to reach into some of Phil's other work. Tempting as it was to include some *XXXenophile* cards, we managed to limit ourselves to *Portal* and, of course, our very own "Holiday *Magic* Cards" (*InQuest* #33).

■ Jeff Hannes, Foglio Groupie

ARTIFACTS
1 Easter Egg (*IQ*)
1 Hollow Weenie (*IQ*)
1 Mirror Universe

BLUE
2 Apathy
1 Browse
3 Cloud Pirates (*Portal*)
1 Command of Unsummoning (*Portal*)
2 Dream Cache
2 Gaseous Form
1 Prosperity (*Portal*)

GOLD
1 Flag Day (*IQ*)
1 New Year's Eve (*IQ*)

RED
1 Orcish Librarian

GREEN
3 Bee Sting (*Portal*)
3 Killer Bees
1 Lure
1 Recycle
3 Redwood Treefolk

WHITE
1 Cleanse
1 Humility
1 Icatian Scout
3 Master Decoy
1 Unlikely Alliance

LANDS
6 Forest
7 Island
4 Mishra's Factory
2 Rainbow Vale (little bit o' Kaja)
5 Plains



KD2



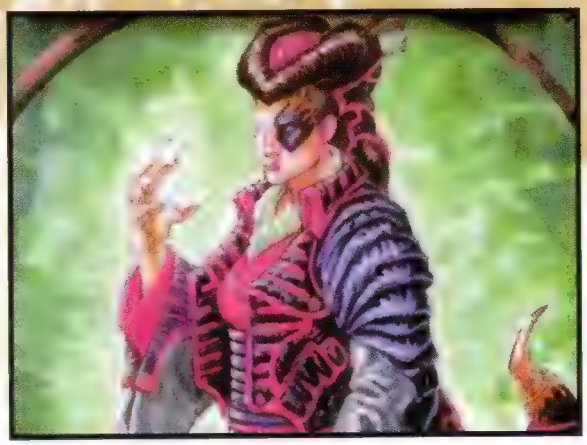
BY ZEN FAULKES

Until now, *Legend of the Five Rings* players knew Scorpion almost exclusively through dishonor decks. But *Scorpion Clan Coup* is set during the time when Scorpion was at their height, not the defeated clan we've known. This Bayushi Scorpion deck includes the deviousness you'd expect of a clan who acted as Rokugan's secret police, but with the armies of a great clan as well. A few touches of sabotage act like a scorpion's pincers to hold your opponent down while your military power acts as the scorpion's tail, delivering the killing blow.

Scorpion have always been masters of denial, and some staple Scorpion cards appear in this deck. Yogo Asami, with her ability to bow personalities on both your turn and your opponent's, is profoundly annoying in head-to-head games. Ninja Shapeshifters are included mainly to copy her ability, allowing you to lock up personalities so that your few big units can go over and whomp undefended provinces. Of course, if your opponent has nifty personalities that the Shapeshifters can copy...go for it.

Although dishonor isn't the main theme of the deck, Secrets on the Wind is here. It's included to slow down honor gain, and make key personalities vulnerable to Force of Will and Test of Honor. If you're facing a Shadowlands deck (like Junzo-in-a-Can), do not discard Force of Will to the Merchant Caravans. With a 4 focus value it's tempting, but you will in all likelihood need those spells to kill off big, icky oni.

Once you've managed to hang up or eliminate most of your opponent's personalities, you can unleash the armies of Scorpion. The strategy is, "Feint east, strike west." Bayushi Marumo is a key personality in this deck. His gold cost and zero honor-requirement made him nearly useless with the Ruined Scorpion stronghold, but he looks mighty fine to a Bayushi Scorpion player. His ability to move from province to province makes him work a little like cavalry or Traversable Terrain. Marumo's maneuverability lets you pull some tricks that pure cavalry can't, however. For instance, you can lay in Suspended Terrain at one province to bog down your opponent's units even more, then have Marumo leave the battle to avoid destruction.



Yogo Asami's Poison Works and Beauty Salon: It's better to look good than feel good.

Other options for moving units to put your forces where your opponent doesn't expect them include Superior Tactics, Yogo Shidachi and Bayushi Tangen. Shidachi doesn't bow when using his innate ability, which means you can use him to move your units, then cast Light of Amaterasu or Force of Will later.

Mainly because of Marumo's ability (he can only move when he's got a single follower), you want to pack a lot of punch into one follower. Elite Heavy Infantry and Imperial Honor Guard, which would have been almost impossible to use in a Ruined Scorpion deck, are just the ticket. Bushi Dojo and Hub Villages help pay for these pricey armies.

If your samurai don't show up where the Hub Villages are attached,



PINCERS AND TAIL

DYNASTY DECK

PERSONALITIES
3 Bayushi Marumo
1 Bayushi Shoju (Inexperienced)
3 Bayushi Tangen
3 Ninja Shapeshifter
3 Shosuro Ikawa
1 Soshi Taoshi
3 Yogo Asami
2 Yogo Shidachi

HOLDINGS
3 Bushi Dojo
3 Geisha House
3 Jade Works
3 Merchant Caravan
3 Ninja Stronghold
3 Small Farms

REGIONS
1 Crossroads
1 The Hub Villages

EVENTS
1 In Time of War
1 The Darkest Day
1 The Fair Voices of Lies

FATE DECK

ACTIONS
2 Accessible Terrain
2 Block Supply Lines
2 Confusion at Court
1 Encircled Terrain
2 One Koku
2 Rallying Cry
1 Ring of the Void
2 Superior Tactics
2 Suspended Terrain
1 Test of Honor
1 Toturi is Drugged

FOLLOWERS
3 Elite Heavy Infantry
3 Heavy Infantry
3 Imperial Honor Guard

ITEMS
1 Ancestral Sword of the Scorpion
1 Obsidian Mirror

SPELLS
3 Force of Will
1 Light of Amaterasu
2 Secrets on the Wind

SUBSTITUTIONS

OBSIDIAN MIRROR
→ Climbing Gear
Armor of Sun-Tao
Ito-Daiki

TEST OF HONOR
→ Bribery
Shadowlands Sickness
Freezing the Lifeblood

NINJA STRONGHOLD
→ Go Master
Armory
Extra Guard

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"No! Not the Imperial Sleeper Hold!"

you can often move them there using Shosuro Ikawa's ability. Likewise, you can use Ikawa's nifty ability to flip your holdings into a province with Crossroads attached. Don't forget that Ikawa can also move your opponent's cards out of his favorable regions. Sometimes, you might want to use Ikawa to move fortifications before they're paid for in the Dynasty phase. If your opponent already has Unscalable Walls at one province, sliding a second copy of that fortification over to the same province will usually ensure that it can't come into play.

When you've got so much force backed into a few tight bundles, Light of Amaterasu is a very effective spell. It's a reusable Rallying Cry for one unit. With that spell, or a Rallying Cry, Accessible Terrain can allow you to munch more than one province a turn. Once you've destroyed a province, use Accessible Terrain to move a unit into another battle from your fief.

Despite the number of doors opened up with the introduction of the Bayushi stronghold, some things haven't changed. By now, Scorpion players should be used to being behind in the honor race, and that's still the case. The Imperial Honor Guard and a little Confusion at Court should keep your armies from being thwarted by the Imperial Favor. I haven't included Breach of Etiquette, though, because clans that used to be frozen in their tracks by a single Breach of Etiquette (like Lion and Naga) are no longer so vulnerable to it. There are lots of good events to hurt honor decks, so some of those are used instead.

Big, high-force units (lots of those here) are natural targets for duels. Although your samurai have respectable chi, it's not high enough to avoid getting sliced by a good dueling deck. Luckily, Bayushi Tangen can take the blade for your military leaders. He helps pump up the Ancestral Sword, too.

Because the new Scorpion stronghold means you can peek at your opponent's hand on a whim, I couldn't resist including The Obsidian Mirror. Yes, it's slow to enter play, but it is a fun way to deny your opponent some key fate cards. Even without the Mirror, do not underestimate the stronghold ability to look at your opponent's fate hand. You can go into battle and know whether your opponent has a Superior Tactics ready to destroy your terrain, or whether you will be hit with Block Supply Lines and won't be able to straighten, or whether you risk a Counterattack. Any soldier can tell you that information is ammunition.

Zen Faulkes was the top Crab skirmisher at the Day of Thunder tournament at GenCon '97. That should count for something, shouldn't it?

UP YOUR SLEEVE

THE 38TH HANTEI FALLS

Just having an opponent lose the Imperial Favor makes this card useful, but The 38th Hantei Falls is especially cool because it provides a new way to win. If you have all four Walls of Otosan Uchi out when this event hits, you win. This victory path depends on two factors: getting the Walls in play and having the event show up at the right time.

Getting the four Walls into play is not difficult. Not only do you have Through the Waterworks, you can also use the event Architects of the Wall and the Kaiu Castle region to pull them out of your dynasty deck. Political Distraction can help deal with the honor loss if you plan on pulling out a couple of Walls in a single turn.



Of course, not only do you have to get the fortifications in play, you must keep them in play to win. A single Wall in the discard pile spells the end for that little victory plan. When you need help with fortifications, call a Crab. Shiryo no Kaiu provides much needed insurance by letting you retrieve a discarded fortification. Try attaching the ancestor to Kaiu Suman: he's cheap, has no honor requirement and can move the Walls to your province of choice. For instance, if you attach Walls to a Lost Valley, they'll be safe from Explosives or Alhundro Cornejo. Put the Walls in a Clan Heartland, and they're safe from attacking armies. Shosuro Ikawa will let you move them, too.

Having The 38th Hantei Falls resolve at the right moment is much trickier. Avoid Fate and the Seer promo card are popular ways of stalling events, but there are other ways to help ensure the event appears only when you need it. First, you'll need to know when the event is in your provinces. You can use a Ninja Spy to accomplish that (and you'll probably have them in your deck to play Through the Waterworks), or have cards turned face up outside the Dynasty phase with Essence of Air or Shiryo no Shosuro. You can have one of your cheap shugenja cast Strike at the Roots to put The 38th Hantei Falls at the bottom of your Dynasty deck. Later, once you've retrieved all the Imperial fortifications, use Augury to fetch the event and put it back at the top of your deck, giving you a win at the start of your next turn. ■ Zen Faulkes

FILLING THE SHOES OF THE WORLD'S WORST MAGIC PLAYER

DEAD MAN'S



BY JEFF HANNES

HAND

THIS MONTH:
PRISMATIC PROTECTION

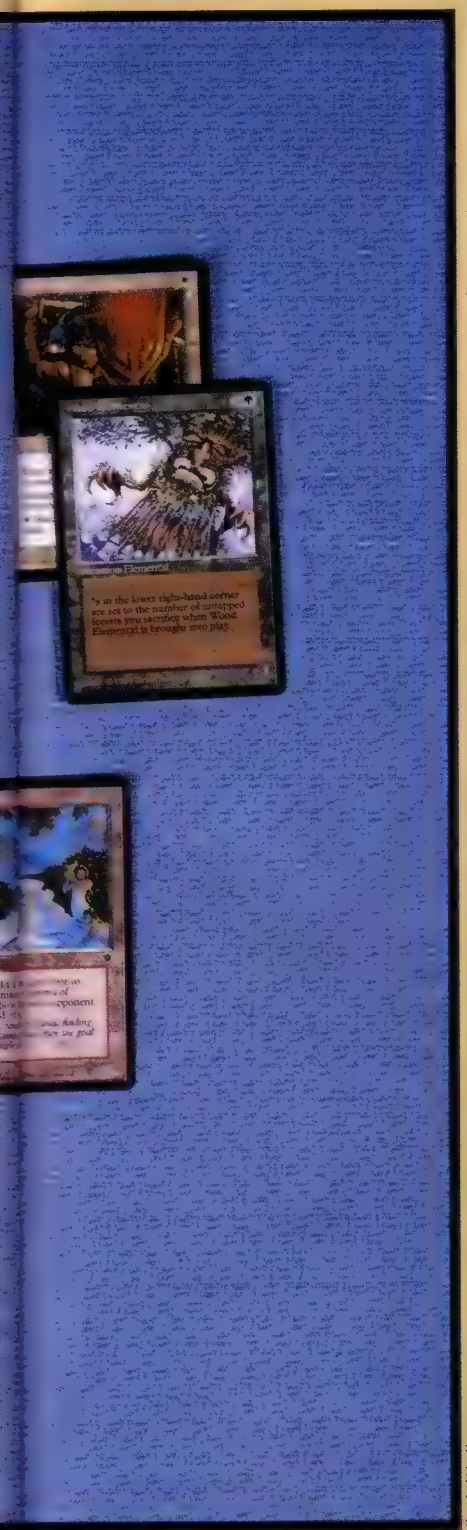


Photo: Paul Schinske

YOU CAN'T WIN.

Win? Who cares about winning? On the verge of yet another humiliating defeat—this time at the hands of Heather "The Hurt" Harris—Eugene T. Dudley, the world's worst *Magic* player, hasn't even been thinking about victory. He's been thinking about protection—no silly, protection from colors. In fact, his latest losing deck was constructed with only one goal in mind: to **give one of his creatures protection from all five colors.**

Heather's done her part to make sure Eugene doesn't have a prayer of winning, putting the hurt on him with a Shivan Dragon. Eugene could try and hold off the Dragon for a few more turns, but what's the point? Heather's up over 40 life and Eugene has, well, a Wood Elemental. However, he's pretty sure that he finally has all the cards he needs to execute his plan. The question is "Which creature will it be?"

Can you help Eugene figure out which one of his creatures can gain protection from all five colors this turn and how to do it?

KEEP IN MIND THE FOLLOWING:

- It is the beginning of your main phase. Your life is irrelevant. Your graveyard is irrelevant. You will be assim—er, never mind.
- The Flickering Ward on the Wood Elemental is giving protection from green.
- The Wood Elemental is 1/1. How lame.
- You must give one of Eugene's creatures protection from black, blue, green, red and white. You do not need to give the creature protection from purple.
- A creature with protection from a color cannot be targeted by spells or effects of that color.
- If a creature gains protection from a color, any enchantments of that color on the creature are immediately buried.
- If you're wondering how Eugene got that Ihsan's Shade into play, you're clearly not spending enough time on actually *solving* the puzzle.

HAND

Mind Bend
Prismatic Boon
Prismatic Circle
Prismatic Lace
Prismatic Ward
White Ward

CARDS IN PLAY

Ersatz Gnomes
Ihsan's Shade
Scragnoth
Willow Priestess
Wood Elemental with Flickering Ward

LAND

Forest (x2)
Island (x3)
Plains (x4)
Rainbow Vale

THE CONTEST

Mail in your step-by-step solution to:
DEAD MAN'S HAND:
PRISMATIC PROTECTION
C/O INQUEST
PO BOX 118 CONGERS NY
10920-0118
The winner, randomly chosen from all correct entries, will snag a box of *Stronghold*. All entries must be postmarked no later than **March 27, 1998.**

THIS MONTH'S DIFFICULTY RATING:

Knuckle Cracker

LAST MONTH'S "HAVE A HEART" SOLUTION:

1. During your upkeep, spend two mana to activate the Soldevi Digger, putting the Heart of Bogardan on the bottom of your library.
2. Tap two Islands and activate the Flooded Shoreline to return the Urborg Stalker and the tapped Islands to your hand.
3. Tap two Islands and activate the Flooded Shoreline to return the Ertai's Familiar and the tapped Islands to your hand. Because the Familiar left play, the top three cards of your library go to the graveyard.
4. Spend three mana to cast Corpse Dance, bringing the Tolarian Serpent into play.
5. Pay for the Tolarian Serpent by putting the top seven cards of your library into your graveyard.
6. Process the Black Vise. You now have nine cards in your hand, so you take five damage. Spend two mana and activate the Bone Mask to prevent the damage, removing the top five cards of your library from the game.
7. One card remains in your library, the Heart of Bogardan. Proceed to your draw phase and draw the Heart of Bogardan.
8. Bobby kills you with a Lightning Bolt and takes off with Lula, his new valentine. Better luck next time, Eugene.

BY BETH MOURSUND

STUMPERS

FREQUENTLY ASKED QUESTIONS ON MAGIC: THE GATHERING

Q: What happens if you Ertai's Meddling your opponent's Ertai's Meddling?

—Jacob Gallay, Babylon, NY

A: *Ertai's Meddling is as good as a counterspell for any interrupt. The target spell won't be there when the Meddling'd interrupt finally resolves, so it will fizzle.*

Q: What happens when The Wretched is blocked by The Wretched?

—Chue Vang, Sheboygan, WI

A: *The attacking player gets both of them. The Wretched only gives control of things blocking it, not things that it blocks.*

Q: What will happen if I cast Repentance on a Spirit of the Night or some creature with a protection from its own color?

—Kalayaan Magno, The Philippines

A: *It will deal damage to itself, and then the protection will reduce that damage to zero.*

Q: If I cast an Earthlink (cost of BRG3) could I gain three life from Wooden Sphere, Throne of Bone and Iron Star?

—Andy Newell, Kokomo, IN

A: *All three will trigger. If you pay three mana, you'll get three life. If you had three of the same artifact, instead of three different ones, you could still gain one life from each.*

Q: If I have a Forsaken Wastes in play and cast a Drain Life, will my opponent still take damage?

—Eric Kowalsky, Auburn, NY

A: *Yes, but you won't gain any life.*

Q: My opponent casts Aspect of Wolf on one of his creatures, and I cast a Deflection to change the target to my creature. What does my creature get?

—Alex Braitberg, St. Louis, MO

A: *Your opponent still controls the Aspect of Wolf, so it counts his Forests (and not yours) no matter whose creature on which it is located.*

Q: Can you use the last counter of a Gemstone Mine and then sacrifice it to Army Ants? Or sacrifice it then, as a mana source, tap it for mana?

—Paul Sible, West Virginia

A: *No to both. When you remove the last counter, the Gemstone Mine is destroyed as a triggered effect. You can use mana sources (like Squandered Resources) before it destroys itself but not regular abilities like Army Ants. And when you sacrifice something, you place it directly into the graveyard; there's no time to slip in a mana source.*

Q: What type of mana does a land produce when you have a Ritual of Subdual and a Hall of Gemstone in play?

—Evan Barkhouse, Nova Scotia, Canada

A: *During the untap phase and the first part of the upkeep, all the lands produce colorless. Once you resolve the Hall of Gemstone's upkeep effect (regardless of the order they were cast), the lands produce the chosen color until end of turn.*

Q: I have an Æther Flash in play and my opponent casts Nature's Revolt. Do all the lands go to the graveyard?

—Sheila Hoag, Carleton, MI

A: *No. The land-creatures are already in play; Æther Flash only triggers when a creature comes into play. It won't kill new lands either; since they don't become creatures until they're in play, Æther Flash misses its chance to trigger.*

Q: When a creature with a Licid on it attacks and becomes tapped, does the Licid become tapped as well?

—Peter Meijer, The Netherlands

A: *No. Usually people tap the creature and any enchantments on it together because it's more*

STUMPER OF THE MONTH

Q: If my opponent has a Lich in play and I use Steal Enchantment, does my opponent die?

—JUSTIN PFLIGER, NACHES, WA

A: *Usually, but not always. A Lich's "you lose" only triggers if it leaves play, not if it changes control. So your opponent will have zero (or less) life but still be in the game. If he can get back above zero life before the end of the phase, he's fine. If he destroys the Lich before then, YOU lose.*

This month's winner walks off with three different foreign edition Magic decks and a pair of Legions!



HUH?

What happens if you leech your buddy's Lich?

convenient and makes no difference for normal enchantments. But technically, the enchantment doesn't tap. In the case of Licids, you need to be careful to tap just the creature, since it does make a difference.



HUH?

Does phasing save you from the queen of the grave?

Q: Can I phase out the creature animated by Coffin Queen, untap her and get another?

—Brian Braun, Derlap, KS

A: *Yes. When a creature phases out, its link to the Coffin Queen is broken. When it returns you still control it, and it won't be removed from the game if you untap or lose control of the Coffin Queen.*

Q: If I use Thran Forge to turn my opponent's Shivan into an artifact creature and then use Aladdin to gain control of it, would I control it long enough to attack with it?

—Christopher Iglehart, Vail, CO

A: *Yes. You keep control as long as Aladdin is in play, even after the Shivan stops being an artifact.*

Q: If my opponent has creatures on his Cold Storage or Safe Haven and I gain control of it and sacrifice it, do I gain control of those creatures?

—Josh Kuchta, Fairborn, OH

A: *Whoever owns each creature card from Cold Storage or Safe Haven gets control of that creature, no matter who activated the Storage/Haven.*

Q: With a Bösium Strip in play, can I counter my opponent's Fireball by using an Arcane Denial which is on top of my graveyard?

—Matthew Snead, Adrian, MI

A: *Only if you already activated the Bösium Strip earlier in the turn. Activating it is an instant, which can't be done in the interrupt window.*

Q: I cast Blood Frenzy on a creature. Before the end of the turn, I cast Flickering Ward and choose red. What happens?

—Kyle Goff, Sacramento, CA

A: *The creature still has +4/+0 and still gets destroyed at end of turn. The Blood Frenzy spell targeted the creature, but once it's resolved, the effect is attached to that creature and isn't targeted.*

Q: I use a Helm of Possession to take control of one of my opponent's creatures. Next turn, can I sacrifice that same creature to take control of another one of his creatures?

—Adam Zorza, Novi, MI

A: *Not quite. You can't use the Helm again without untapping it, and if you untap it, you lose control of the creature. You need two Helms to pull off this trick.*

Q: I cast two creatures, a Goblin Hero and a Mogg Fanatic, and my Enraging Licid hops onto the Goblin Hero. I attack. I then cast Relentless Assault, transform my Licid, and have it hop onto the Mogg Fanatic. Can the Goblin Hero participate in my second attack or is it sick?

—Sean Costales, Redlands, CA

A: *We'll assume you used a Twiddle or something to untap the Licid in between—otherwise, it can't hop onto the Mogg Fanatic. Yes, the Goblin Hero is sick. Enraging Licid doesn't remove summoning sickness; it just makes the creature unaffected by the sickness as long as the Licid is attached.*



HUH?

When playing *Portal*, do you stand by the rules or the cards?

Q: My friend and I were playing *Magic* when I drew Defiant Stand, a *Portal* card. The card reads "Play Defiant Stand only after you're attacked, before you declare interceptors." There is only one problem...it's a sorcery! You can't play a sorcery on someone else's turn. How could Wizards of the Coast miss such a mistake?

—Joseph Phillips, West Palm Beach, FL

A: *The prime rule of* Magic *is that if a card's text contradicts the rulebook, the card wins. Portal has quite a few sorcery spells which are played on the opponent's turn since the set has no instants.*

Beth Moursund didn't want to answer that "sick Licid" question—she wants to avoid ill Licid affairs.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at IQStumpers@aol.com or write to:

STUMPERS c/o INQUEST
151 WELLS AVE.
CONGERS, NY 10920

Include your full name, mailing address and phone number.

stumpers SPOTLIGHT



Q: I had a character with Diplomacy 5 and Intrigue 3 in an Intrigue conflict. He had already rotated to declare that he would support in the resolution phase. I knew I was going to lose by 2, so I played Level the Playing Field on him so he could apply his Diplomacy instead. Is that legal?

A: *No. Timing in B5 is almost always "X happens then Y happens." By playing this card, you cannot retroactively alter how you decided to participate in the conflict.*

Q: It is not completely clear whether the tension tokens are linked—i.e., are the Narn-Centauri and Centauri-Narn tensions independent settings?

A: *The description of the status tracker in the rulebook says it tracks "the relative tension of each race toward the others." Narn hostility toward the Centauri may not necessarily be the same as Centauri hostility toward the Narn. The values start off reciprocal but can become different as the game progresses.*

Q: If a conflict says target a supporting character and that character gets promoted to the inner circle during the action round, is it still a valid target for the original conflict?

A: *Yes.*

Q: With the card Border Raid, if you initiate that conflict, can you attack with more than one fleet? The card only says that you have to support with only one fleet, but it says nothing about attacking your opponent.

A: *The only thing you can do with your fleets is what is permitted by the card. So, the initiator can support (only) with one fleet (only) and the defender can attack or oppose (only) with one fleet (only).*

Q: Is there a hand-size limit?

A: *Nope. (And, apparently, no reason to take advantage of the end-of-turn discard—IQ)*

Special thanks to Doug Williamson, Dave Hewitt and the *B5* Rangers. For more information, call toll free 888-256-4955, e-mail questions to b5events@aol.com or write: Precedence Publishing, P.O. Box 28397, Tempe, AZ 85285.

HOUSE RULES

THE BEST IN GAME VARIANTS:

STAR WARS CUSTOMIZABLE CARD GAME

Clone Wars

By Paul Hegyi

"As the battle ends, Darth Vader and Luke Skywalker stand side-by-side, deactivating their lightsabers. They stand over their fallen enemies, the Mandalorian Warriors Han Solo and Boba Fett."

What?!! Luke Skywalker and Darth Vader fighting together? Han Solo partners with Boba Fett? It's just another day in the Clone Wars, a *Star Wars CCG* variant that allows you to incorporate cards from both sides of the force into one deck.



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OBJECT: As in a normal game of *Star Wars*, the object is to run your opponent out of force.

SETUP: The major setup difference in this variant is deck construction. You may freely combine cards from both the Dark side and the Light side with the following restrictions:

- Your deck still must contain 60 cards.
- You may only have as many of a card in your deck as its on-table restriction. If a card has no restriction, you may include as many copies as you wish.
- You may include multiple incarnations of the same character, such as Luke Skywalker, Commander Skywalker and Son of Skywalker.
- If possible, use card sleeves to help differentiate your cards from your opponent's.

RULES CHANGES: Here are the major things to keep in mind regarding the rules:

- Even though Dark and Light are now interchangable, cards which would only work on a Rebel or an Imperial still function as such.
- Since neither player is the Dark side, determine who goes first randomly.

DOUBLE TROUBLE

In this *Star Wars CCG* variant, you can enact battles from the Clone Wars. Instead of being restricted to cards of one side, you may now include any *SWCCG* card in your deck. Now's your chance to use that Mandalorian Armor on Han Solo or have Darth Vader train Leia to be his apprentice.

The majority of the changes in this format are ways of dealing with specific cards (no, you can't Epic Duel against your own Luke). Also, there are some minor deck construction and setup changes that facilitate and balance the environment—yes, they are clones, but allowing 10 Vaders, 10 Lukes and 10 Obi-Wans would be bad.

You may include any *SWCCG* card in your deck to a total of 60 cards. Individually, you may only have as many of a specific card as it's on-table restriction. For example, Luke Skywalker has one unique •, so you can only include one copy in your deck. However, you could also include one Son of Skywalker and one Commander Skywalker, and you could even have all three in play at the same time.

On the other hand, Sense has no restriction, so you may have as many as you'd like. Remember, all locations have a single •, so you may only have one of each. Card restrictions are local to your side of the table, so each player may have a copy of a unique character on their side (allowing two Yodas and two Executors in play at once). Out of play is modified so that your opponent can still have a copy of a character if your copy is out of play.

The facing of a location is important, and no longer clear since you do not represent a specific side of the Force. Now, when you play a location, you see which side of the force the card is (from the back of the card) and face that side towards you. This can also be seen by the uniqueness dot (which is red on the side that should face you) or the picture, which should be upright.

This variant allows you to take advantage of some of the combo cards in a unique way, but must also restrict those that go too far. As a rule, battle interrupts such as Gift Of The Mentor or Dark Collaboration will work regardless of the side the required participants are on. So, if you have Luke battling against Obi-Wan, you may play Gift Of The Mentor to add 2 battle destiny. The same follows for the "opposing" destiny adders, such as I Have You Now and The Force Is Strong With This One. You can have both targets on the same side, easily setting up a combo with both your Luke Skywalker and your ability > 2 Imperial to play The Force Is Strong With This One.

Epic Events are a special case that must be treated individually. With Attack Run, your opponent only loses force if he deployed the Death Star. Your opponent only loses force from Commence Primary Ignition if he deployed at least half of the blown-away Rebel Base locations (so you can't just toss out Yavin to blow it away). If you successfully Target The Main Generators, damage is only dealt if your opponent deployed the Hoth: Main Generators (he takes the damage). Epic Duels can only be played against your opponent's target, though you may do it in reverse (using Run Luke, Run to initiate a duel with your Luke against your opponent's Vader). If you cross your opponent's character, it is considered out of play for him but you may keep a copy of the character if it is already on table (or deploy one after the cloned copy is lost).

Deploy restrictions resulting from the Hoth: Main Generators work for the player that deployed the site (his opponent can only deploy to the outermost exterior marker). On the other hand, the Dagobah deploy restriction still affects all players.

As a general rule, cards that specify an opposing side of the force look to or target your opponent (a Light Side card that refers to the Dark Side now uses your opponent). Cards that refer to a specific color of icon act on the icons on the side of the table they would normally effect. In the case of Djas Puhr (a Dark Side card using Dark Side icons), his power is determined by the icons on your side of the table. With cards like Probe Droids and Wyron Serper, look at your opponent's side of the table to determine their use. Let's not get into Brainiac....

Although these rules take into account many card changes to help make Clone Wars fun and different, don't wholly change all the cards. You still need to respect the difference between Rebels and Imperials and realize that they are not interchangeable. If a card thematically works only on Rebels (such as Scanning Crew), you cannot use it against Imperials. That Imperial Scanning Crew from "Star Wars" was looking for hidden Rebels, not their own people.

That should be enough to get you going on your own cloning spree. If any quetions pop up that aren't covered here, use your best "Star Wars" judgment. Failing that, there's always rock, paper, scissors. Now, get those Spaarti Cloning Cylinders up and running so you can crank out that unbeatable force!

Paul Hegyi, West Coast squadron leader and full-time Star Wars *player, hopes to one day earn a job at Decipher cleaning out the chamber pots.*

CLONE BRIGADES

Clone Wars allows you to try plenty of new strategies by mixing cards from both sides. Here are a couple of exciting deck ideas you might want to try:

- Mains-and-Toys has a new twist now. Ever been unable to play The Force Is Strong With This One because your opponent doesn't have a high destiny Imperial? Now, you can play that Imperial or Vader himself! With Back cards, Tunnel Vision and Unexpected Interruption, you should be able to pull off the combos without three Vaders in your deck.
- The ultimate in space superiority. We all know that the Rebels have the best snub fighters, effectively combining cheap cost, hyperspeed and good power. The Imperials make the best intimidating ships, from the cheap Victory-Class Star Destroyers to the unbeatable Executor. Now, you can combine all the best star ships in a deck with the best force drain sites (Light Side Kessel, Dark Side Kiffex and Kashyyyk). With Haven, you'll be able to get them all out cheap and spread fear across the galaxy with your unbeatable force.
- Speed Dark Deal. Remember the strategies that developed with Echo Base Operations? Now, you can put them to use to bring about Dark Deal. Start with Bespin: Cloud City, run all the Cloud City sites, and include assorted droids and How Did We Get Into This Mess? to cycle through and quickly control the three sites and the sector. With the +4 bonus from Dark Deal, you shouldn't have any trouble keeping it out long enough to drain your opponent with the +2.



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CREATIVE CAMPAIGNING

INSPIRATION & ADVICE FOR GAMEMASTERS



The use of a well-crafted deathtrap can get the action rolling.

BY ALLEN VARNEY

One Last Desperate Chance

"At last I have you in my grasp, Captain Courageous! When this candle burns through that oh-so-thin length of twine, the 16-ton-weight hanging over your heroic head will turn you into heroic cream cheese!"

Deathtraps. The nefarious villain traps our hero in an inescapable contraption, from which our hero ingeniously escapes at the last possible instant! Deathtraps ornament sci-fi and fantasy pulp fiction, superhero comics, action movies and, some might say, the Clinton administration. But in roleplaying, we see them less often. Why?

THE DANGER OF CREATING DANGER

Because, though deathtraps can enhance any kind of adventure, you can find trouble just getting your player characters into your trap. Your villain either has to pound them all into oblivion, or you must shanghai them with knockout gas or other plot devices. And players irrationally hate that.

Always make your deathtrap a backup option, a side event in your larger story. Try to get the heroes into the trap, but if they cleverly bypass it, more power to them. If they fall in, they should blame themselves, blame the villain, anyone but you. A couple of standard trap-springing techniques encourage this: trickery (the villain has covered his headquarters with an invisible sedative) and coercion ("Jump into the pit, hero, or Grandma Jones is toast!").

An even greater risk: Deathtraps can kill your PCs. Unlike fictional heroes, players have no writer ingeniously engineering their escape. If they don't twig to the solution, you have to spring the PCs through lame NPC intervention or, worse, leave them to a gory and dramatically inappropriate death.

Here, though, you have storytelling tools to preserve their lives. Engineer the NPC's intervention to give the story a nice twist—say, by having the villain's repentant henchman release the heroes. Also, consider making the trap non-fatal: The villain doesn't want to kill the heroes, just delay them, humiliate them or learn about their powers. If the PCs can't get out in time, the revelation ("Hey, we're not dead!") should prove a surprise.

Maybe you sneer at a harmless deathtrap. In that case, make sure to drop hints for at least one escape from the trap, either before you spring it or as it works.

"NOW I'VE GOT YOU!"

The essence of the deathtrap is delay. Heroes enter room, fall into bottomless pit, the end: not a deathtrap. Heroes stand on narrow ledge above bottomless pit, ledge slowly pulls into wall beneath their feet: a fine deathtrap—because the victims have time to dread their fate and conceive a daring escape plan.

Why would a villain put his enemies in this trap instead of killing them?

- **Ego:** The bad guy wants the satisfaction of seeing the heroes squirm and of demonstrating his intelligence. You may well observe that, if he had the brains of a mashed potato, he'd know better. But the villain doesn't realize he's merely a character in the hero's story. The villain thinks he's the star, and his deathtrap demonstrates his style.
- **Schedule:** A tight timetable forces the villain to stow the captured hero in some handy mud pit. "When the tide comes in, he'll drown.. or at least he'll be too busy to stop us. Now, follow me. We've only got 14 minutes to blow up the White House." This suits the brainy schemer who has a few more IQ points than the standard egomaniac.
- **Intelligence:** The most cunning evildoers, far from underestimating the heroes, want to learn why these guys keep winning. By putting them in a seemingly foolproof trap and watching closely, the villain learns more about his enemies, possibly even a damaging secret.

As you narrate the circumstances of the deathtrap, keep these points in mind:

- **Uh-oh good, chuckles bad:** The deathtrap should worry your players; skip the puns and broad humor.
- **Give them time:** The heroes may have scant seconds to break free before the sawmill blade halves them, but offer the players a reasonable chance to think through things. Describe everything their PCs can observe.



Make the heroes sweat and the players will get the point.

The most cunning evildoers, far from underestimating the heroes, want to learn why these guys keep winning.

- **Make them sweat:** The villain wants to scare the heroes, and so do you. Keep the heroes conscious. If your game has ways to let them converse weakly but not act, use them; otherwise, institute your own "grogginess" rule on the spot.
- **Multiple escape methods:** Have a few possible escapes in mind for each trap ahead of time. Tailor them to your PCs' abilities. Are some heroes smart, others strong, still others perceptive? Give them each a way out, so that at least one will find it. Don't be surprised when they devise a solution you never expected!

BLUEPRINTS

Walls close in, water rises in tiny windowless rooms, tigers clamber up the slope, huge weights hang by threads.... You can recast these clichés with fresh angles ("This huge weight is actually the enlarged body of your baby daughter!"). But why re-cast when you can create something new? Check out these sample deathtraps, ready-made for a variety of genres:

Harmonic convergence: Trapped in a wind tunnel—either modern or magical—the characters notice a low hum under the villain's gloating. He makes his glib farewell, drowned out by the increasing hum. As the sound vibrates in their chest and sinus cavities, the heroes realize the sound will shake them to pieces. Strong heroes can smash through the vibration-weakened wall. Clever PCs can pinpoint the sound's source and destroy it. Gadgeteer superheroes could build a counter-vibrational device that cancels out the sound waves in their vicinity. And anyone can find the hidden ventilation baffles, lined with sound-absorbent air filters.

Salt boat: The villain is escaping onto the open sea in his luxurious ship. In pursuit, the heroes spy a vessel nearby and set out after him. Far out on the ocean, the hull begins to dissolve; it's made of salt laced with shark attractant. Can the heroes jury-rig a raft using the boat's few actual timbers?

Vacuum cleaner: The villain drains the air from a room either technologically or magically. The suffocating good guys must empty that nearby fishtank to improvise a diving bell, or smash through a wall, or block the air-removal vents, or....

Running the gauntlet: Sadistic villains link together several deathtraps. The heroes get out of the airless room but fall into the wind tunnel. Smashing through the wall, they enter an air duct that grows scorchingly hot. Leaving the duct, they must swing across an acid vat. Every step of the way, the villain watches and taunts.

DEATHTRAPS IN CONTEXT

Don't forget the reasons why you're constructing all these pits, volcanoes and giant pinball machines: You want suspense and a good scare but, you also want your PCs to shine. They show off by arguing with each other in the midst of deadly peril, by nobly endangering themselves to rescue their fellow victims and by using their unique abilities to foil the villain's plan. Secondly, your deathtrap gives the players a strong anti-villain grudge that can incite many interesting plot developments.

Your trap is a stage set, dramatically engineered for the characters to exert their skills and develop personal animosity toward their foe. These virtues make the deathtrap an important accessory in your gamemastering toolbox. Reach for it! It's almost within reach—with a superhuman effort you can just touch it—one last, desperate chance....

With a tremendous exertion of his mighty thews, freelancer Allen Varney broke free of this deadline.

Basic training

SIMPLE STRATEGIES and DECK DESIGNS

by tim ellington

STAR TREK FIRST CONTACT CUSTOMIZABLE CARD GAME

PUBLISHER: Decipher
GENRE: Science Fiction
RELEASE: December 1997
PACKAGING: 9-card booster packs
SUGGESTED RETAIL: $2.50 per booster
SET SIZE: 130 cards

The *First Contact* expansion set introduces many new game features to the *Star Trek Customizable Card Game*. The Borg affiliation, new gameplay mechanisms and no upper limit on draw deck sizes have created new strategies and changed how players interact with one another. The 130-card set contains revised personnel battle rules, new card types and several innovative twists that are sure to please old and new players.

Many players will find the temptation to try the Borg impossible to resist. Others will want to explore the gameplay enhancements offered. New cards offer strategic benefits to all the affiliations, and many existing cards are now valuable due to rules changes. While the basic goals of the game are the same, more battles and the ever-present threat of assimilation make the spaceline a more dangerous place.

ASSIMILATE THIS

With the introduction of the Borg, the first new fully-developed affiliation since the game's release in 1994, players now have the ability to emulate the intergalactic bad guys from the Delta Quadrant. However, the Borg are a little different from other affiliations. They are very focused on their objectives and they have certain parameters within which to execute their plan. But don't worry; with their powerful ships and skill-sharing abilities, they have more than enough up their cybernetic sleeves to give any opponent a worthy fight.

The Borg don't attempt missions like other affiliations. Instead, the Borg use objective cards as their primary point-scoring method. They assimilate planets, ships—even other personnel—in an effort to win. Opponents must be wary, because although Borg cannot attack without an objective allowing them to do so, they can change their plans quickly and can counter-attack at will. They also have the ability to beam through opponents' shields, and with Defense drones that add strength to all Borg in the same hive, you don't want to be caught by surprise.



Star Trek: First Contact™ & © Paramount. Decipher, Inc. authorized user.

Players who prefer the Federation, Romulan and Klingon affiliations will be making use of many new cards and gameplay innovations to make life more difficult for their opponents. Some new strategies will limit the effectiveness of counter-cards, like Kevin Uxbridge and Amanda Rogers, opening the way for more complex game plans. In any event, the *First Contact* expansion will give all players a host of different deck-building ideas.

PLAYING STRATEGIES

Players now have the option of choosing one of four affiliations or any combo of Federation, Klingon and Romulan to build their deck. Borg players will want to take advantage of some of the new rules of *First Contact* to construct a winning strategy. Most of the Borg personnel are universal, and though they are not terribly menacing by themselves, in multiples they can be a dominating force. The Borg player will want to have a good supply of drones to scout dilemmas, battle opponents and command his fleet. Pay special attention to the combinations of skills and subcommand icons when selecting your drones. Too few of one kind could be deadly.

The Borg objective cards allow your collective to initiate battle, assimilate planets and carry out operations in space. As a Borg player, you may want to employ a multi-faceted strategy to counter your opponent. You may want to have a very focused deck, with the objective of eliminating your opponent's forces or assimilating planet after planet. The good Borg player will strike a competitive balance between offensive strategies and a methodical assimilation of the spaceline.



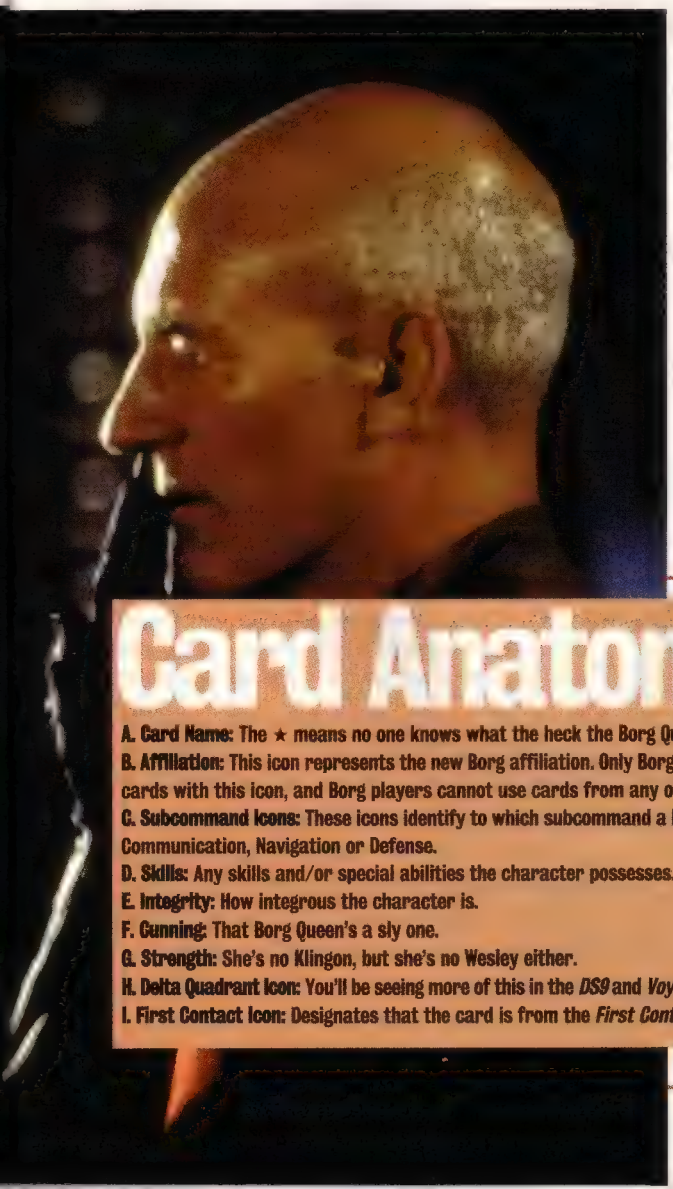
The long lost sixth Spice Girl, Borg Spice.

Players building decks around the three traditional affiliations will have to re-think past deck-building strategy. Cards such as The Line Must Be Drawn Here, Balancing Act and Intermix Ratio mean some gimmick decks that were successful in the past will be more difficult to execute. Now, players will have to focus more on the composition of their Away Teams and their ability to defend against personnel attacks. Dilemmas such as Lack of Preparation, Undetected Beam-In and Scout Encounter can be devastating to the unprepared. Hidden Agenda cards like Mission Debriefing and Prepare Assault Teams will keep both players guessing.

Other cards allow more thematic gameplay. Inserting seldom-used personnel into your deck to take advantage of their new mission specialist status can be advantageous, especially if you've got Assign Mission Specialists to give you the extra points. The downloading mechanism and the unrestricted upper limit on your draw deck allow for great flexibility in deck construction.

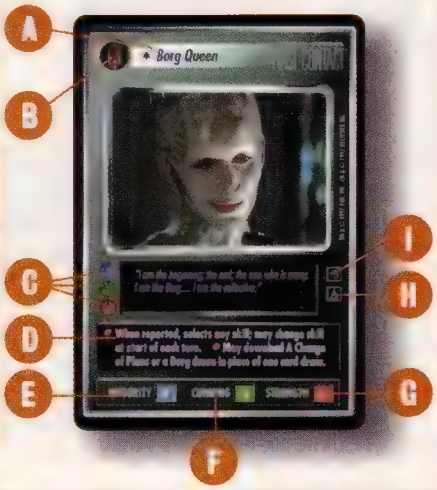
DECK BUILDING

The Borg affiliation is methodical and persistent. They start slowly, adding drone after drone until they gain momentum. Once they get going, they can create an impressive force. Knowing how to maximize the Borg reporting mechanisms can be essential to a successful deck.



Card Anatomy

A. Card Name: The ★ means no one knows what the heck the Borg Queen is.
B. Affiliation: This icon represents the new Borg affiliation. Only Borg players can use cards with this icon, and Borg players cannot use cards from any other affiliation.
C. Subcommand Icons: These icons identify to which subcommand a Borg is assigned: Communication, Navigation or Defense.
D. Skills: Any skills and/or special abilities the character possesses.
E. Integrity: How integrous the character is.
F. Cunning: That Borg Queen's a sly one.
G. Strength: She's no Klingon, but she's no Wesley either.
H. Delta Quadrant Icon: You'll be seeing more of this in the *DS9* and *Voyager* expansions.
I. First Contact Icon: Designates that the card is from the *First Contact* expansion.



Borg training

KNOW YOUR OBJECTIVES. The Borg work best when they have a clear purpose. If your goal is to assimilate planets and complete objectives at space locations, don't worry about getting several massive Borg Cubes into play. The scout ships will do fine. If, however, you want to engage your opponent in ship battles, you need to build your deck to quickly report as many drones as you can; those cubes require a lot of drones to staff them. As a rule, you will want more Borg personnel in your deck than if you were playing another affiliation. Don't worry. There are several ways to get your Borg into play other than the traditional reporting to an outpost.

If you decide to build a Borg battle deck, start with your objectives. Since you can't initiate battle without the proper objective, make sure you stock plenty of the ones you'll need. Eliminate Starship is the foundation of a good attack deck. This allows you to target and battle an opponent's ships, but you don't score points for merely destroying them so stock a good supply of Salvage Starship objectives. You can get 30 points each after you blow up a ship; however, Salvage Starship only works at unique space missions, not planets. If you plan on doing a lot of battling and want to concentrate on space locations, also stock some Establish Gateway objectives. Not only can you earn points with them, but they allow you to download Transwarp Network Gateway cards, valuable assets for Borg spaceline movement.

You will also want to include some Assimilate Counterpart objectives, which allow you to battle an opponent's crew or Away Team. And if you're going to get a counterpart, you should put in at least one Assimilate Homeworld objective. It's 40 points and hurts your opponent if you have the proper missions on the table. The key to getting all this to work is building an efficient deck.



"You're sure this'll get rid of my acne?"

DECK RANDOMIZATION IS IRRELEVANT. The Borg need lots of drones—no problem. With the new deck-size rule, you can put as many drones in your deck as you like, as long as you have a minimum of 30 cards in your draw deck. While you should always use good judgment in building your deck, too many cards can dilute your deck strength; the Borg have more ways of getting out personnel than any other affiliation. Cards such as Undetected Beam-In, Scout Encounter and Retask allow you to download drones into play without using a card draw. Other cards, like Activate Subcommands and Awaken, can also get drones into play more quickly. In addition, the Borg Scout Vessel can "report with crew," and when you have a Borg Cube in play, you can report personnel directly to the cube. Proper utilization of these cards should make getting your Borg into play easy and efficient.

A LITTLE Q ON THE SIDE. The Borg, as with any affiliation, will want to make good use of a Q's Tent side deck. With the downloading function, you can have important cards ready to download without taking up deck space or having to play a Q's Tent from your hand. It's possible to have a Q's Tent side deck and depend on downloading to get out all the cards. This is also a good place to store contingency cards you may need.

ADD OTHER AFFILIATIONS' DISTINCTIVENESS TO YOUR OWN. When building a Borg deck, mission selection is critical. Certain missions cannot be scouted by the Borg, so you want to make sure you select missions that work well with your strategy. Since your opponent may also attempt the missions you put into play if he has the proper personnel or Espionage cards, you also want to be careful not to give your opponent the opportunity. Missions like Tarchannen Study, which require more obscure cards or skills to complete, are solid choices. If you plan on assimilating planets as a strategy, include a few homeworlds in your selection.

BECOMING ONE WITH THE BORG. Some of the new Hidden Agenda cards can create opportunities for your Borg to attack and assimilate if you plan carefully. One thing to remember though: Borg cannot score bonus points unless a Borg card specifically allows it; no easy five points with a Particle Fountain if you're playing the Borg. Other important

Playing Field



A. Spaceline: The missions, which players must accomplish or assimilate.
B. Transwarp Doorway: The Borg use these to hop to and from the Delta quadrant.
C. Starship: Traveling through space ain't like dusting crops, boy.
D. Outpost: Where you bring characters and ships into play.
E. Personnel: To boldly go where no Borg has gone before.
F. Events/Objectives: Event cards you've put into play or your current objective.
G. Hidden Objectives: Objectives which you haven't gotten to yet.
H. Draw Deck: Where you get your cards.
I. Discard Pile: Where your cards go after you use them.
J. Q's Tent Sidedeck: An extra stash of cards you put together at the beginning of the game.

cards for the Borg player to stock are the "Adapt" interrupts, Transwarp Network Gateways and the Regenerate card. Even though the Borg are strong, they are not infallible. Borg efficiency equals Borg success. Here are some helpful hints when creating a Borg deck:

- Use lots of drones and try to get a wide variety of special skills. Even if you don't have a chance to use a particular skill, you can also use that drone for staffing or scouting.
- Have a good supply of Transwarp Network Gateways. Several cards can force you back to your outpost, and you will probably need the gateways to get back on the spaceline quickly.
- Always have drones and adaptation cards available for downloading.
- Make sure to put a Borg Queen and/or Locutus in a Q's Tent to increase your chances to get one in play.
- Have a specific strategy in mind and stick with it. Blowing up ships can be great fun, but if you built a deck to assimilate planets quickly, straying from the gameplan can slow you considerably.
- Use—but don't overuse—A Change of Plans.
- Don't reveal your objective too quickly. Let your opponent sweat for awhile.
- Stock several copies of the objectives you want to use. You're stopped cold without them.

RESISTANCE DOESN'T HAVE TO BE FUTILE

Although the Borg are a formidable opponent, running into a strong Borg deck does not mean you're going to lose the game. In order to win, you have to overpower their small ships and outmaneuver the larger ones. This means flexibility in your deck. You may have to attempt different missions than those you first planned because your first choices may be assimilated and unavailable. Keep a good distance from your Borg opponent; one Transwarp Network Gateway and you could be looking at the business end of a fully-functional Borg Cube.

And since every deck you face will not be Borg, you can't just build an anti-Borg deck or the other affiliations will wipe you out. The Klingons will be battle happy, the Romulans have some sneaky tricks of their own and the Federation has a few new toys as well. The key to success will be how well your deck can withstand the tests of the many new challenges *First Contact* has brought the *Star Trek* CCG universe.

Tim Ellington is Decipher drone Seventeen of Twelve. Math is irrelevant.

The Deck

A BORG IN THE HAND...

This deck is a basic Borg attack deck with 30 seed cards designed to defend against a broad range of decks and a draw deck built to attack any opponent. It has a number of offensive cards, allowing your Borg to attack enemy ships and personnel.

The strategy behind this deck is to get your opponent to hit one of the Borg Ship dilemmas so you can play Retask, as well as reporting as many drones as possible to staff the Borg Cube you reported to your Borg Outpost. Clever use of the Scout Encounter and Undetected Beam-In dilemmas will get you some Borg Scout Ships on the spaceline to build some Transwarp Network Gateways.

Ingredients

SEED CARDS

OUTPOSTS

1 Borg Outpost

MISSIONS

1 Cargo Rendezvous
1 Covert Installation
1 Investigate Anomaly
1 Patrol Neutral Zone
1 Repair Mission
1 Secret Salvage

DILEMMAS

1 Balancing Act
2 Blended
2 Borg Servo
2 Dead End
1 Don't Call Me Ahab
1 Female's Love Interest
1 Frame of Mind
1 Hunter Gangs
2 Lack of Preparation
2 Maglock
1 Male's Love Interest
1 Shaka, When the Walls Fell
1 Shot in the Back

OBJECTIVES

1 Establish Gateway

Q'S TENT SIDEDECK

1 A Change of Plans
1 Activate Subcommands
1 Alternate Universe Doorway
1 Assimilation Table
1 Borg Cube
1 Borg Scout Vessel
1 Eliminate Starship
1 One of Eleven
1 Q's Tent
1 Six of Seventeen
1 Ten of Nineteen
1 The Line Must Be Drawn Here
1 Transwarp Network Gateway
1 Two of Eleven

DOORWAYS

1 Transwarp Network Gateway

HIDDEN AGENDAS

1 Mission Debriefing
1 The Line Must Be Drawn Here

DRAW DECK

PERSONNEL

1 Eight of Nineteen
2 Eleven of Nineteen
2 Four of Eleven
2 Nine of Eleven
2 Nine of Seventeen
2 One of Eleven
1 Six of Seventeen
1 Ten of Nineteen
2 Thirteen of Nineteen
2 Three of Nineteen
1 Two of Eleven

EVENTS

2 Activate Subcommands
1 The Line Must Be Drawn Here

INTERRUPTS

2 A Change of Plans
2 Amanda Rogers
2 Awaken
2 Kevin Uxbridge
2 Transwarp Conduit

SHIPS

2 Borg Cube
2 Borg Scout Vessel
1 Borg Sphere

EQUIPMENT

1 Assimilation Table

OBJECTIVES

1 Assimilate Counterpart
2 Assimilate Planet
2 Assimilate Starship
1 Eliminate Starship
1 Establish Gateway

DOORWAYS

3 Q's Tent
3 Transwarp Network Gateway

CONTEST

Wizards of the Coast and Dark Horse Comics presents:

THE "SHOW US YOUR STRONGHOLD" Contest



Magic: The Gathering®'s newest expansion—*Stronghold*™—takes you into Volrath's stronghold where dire schemes are revealed as the reluctant hero Gerrard confronts his past. This new set is going to introduce more than 140 new cards to the ever-expanding *Magic* universe. And you can get a head start on getting the whole set by showing us your personal stronghold. Here's what to do:

Simply snap a photo of *your* stronghold. If you don't own a castle, take a photo of your room, snow fort, tree house or wherever you go to get away from your enemies. We'll choose the winners in the following manner: The stronghold decorated with the most *Magic* stuff wins the grand prize. The five strongholds decorated with the coolest general gaming stuff win first prizes. And the 10 most off-beat strongholds, whether they're really messy, ultra-neat or whatever, score second prizes. So get those cameras snapping! Remember: focusing good, Polaroids bad.

GRAND PRIZE (1):

A complete set of *Stronghold*, all four *Stronghold* preconstructed decks, a *Magic* comic book original sketch signed by artist Pop Mhan and issues one through four of the Dark Horse Comics *Magic: The Gathering Gerrard's Quest*™ comic book series signed by writer Mike Grell and artist Pop Mhan.

First Prize (5):

Ten *Stronghold* booster packs, two random *Stronghold* preconstructed decks and issues one through four of the Dark Horse Comics *Magic: The Gathering Gerrard's Quest* comic book series signed by writer Mike Grell and artist Pop Mhan.

Second Prize (10):

Five *Stronghold* booster packs, one random *Stronghold* preconstructed deck and the first issue of the Dark Horse Comics *Magic: The Gathering Gerrard's Quest* comic book series signed by writer Mike Grell and artist Pop Mhan.

Fill this out, attach your photo and put it in an envelope. Send to:
"SHOW US YOUR STRONGHOLD" CONTEST,
c/o InQuest,
P.O. BOX 118, CONGERS, NY 10920-0118.

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CONTEST OF CHAMPIONS III

Gaming characters and creatures square off in the Third Annual *InQuest* Invitational Tournament

They swore it would never happen again. But here it is... It's third "Contest of Champions," where the celebrities of the gaming world duke it out for the bloodthirsty pleasure of you, the *InQuest* reader. In this connection, we've rolled the multiverse of card, board and roleplaying games, picked the cream of the frickenjol crop and set them against one another. It's the TKO of 1581! The fisticuffs at Five Rings! The conflagration at... oh, the heck with it!

Written by the *InQuest* staff.
Artwork by Brian Douglas Ahern.

MECH

Game: *BattleTech*
Height: 12 stories
Weight: 100 tons
Reach (with guns): 300'
Upcoming Events: Galactic War against the Draconis Combine

VS.

GODZILLA

Game: ??
Height: 40 stories (+2" in heels)
Weight: One gazillion and one tons
Reach: 15 stories
Upcoming Events: Battle of the Summer Box Office

Will the Dino from Down Under finally meet his match in a *BattleTech* mech? Or is this merely destined to be a rematch of the epic Godzilla/Mechagodzilla bout of 1974? Can one man in a glorified tin can accomplish what more than a dozen movies could not—kill off 'Zilla before he gets his own star on the Walk of Fame?

Round One: Uh-oh. The mech contends that Godzilla is not actually a game monster. This could spell doom for 'Zilla. While the judges are debating, the big green guy pulls out a copy of *Macho Women with Guns*. Obscure, yes, but Godzilla has stats in the game, and thus, is a legal game monster.

Round Two: The mech's challenge really pisses off 'Zilla. He whips out his Swiss army knife. Could it be? Yes! He's going for the can opener!

Round Three: The mech takes off. Bye-bye downtown Tokyo.

Round Four: Godzilla opens up the mech like a can of beans. The atomic lizard slurps the mech jock down as if she was an overcooked ramen noodle.

Winner: Godz—

Round Five: Wait! 'Zilla looks a little greener than usual around the gills... EVERYBODY CLEAR THE AREA, HE'S GOING DOWN!

Round Six: The judges busily consult a veterinarian for a ruling.

Round Seven: Godzilla's tail moves...and out pops the mech jock, shaking off digestive juices and waving to the fans. Guess Godzilla can't handle his sushi.

Winner: Mech



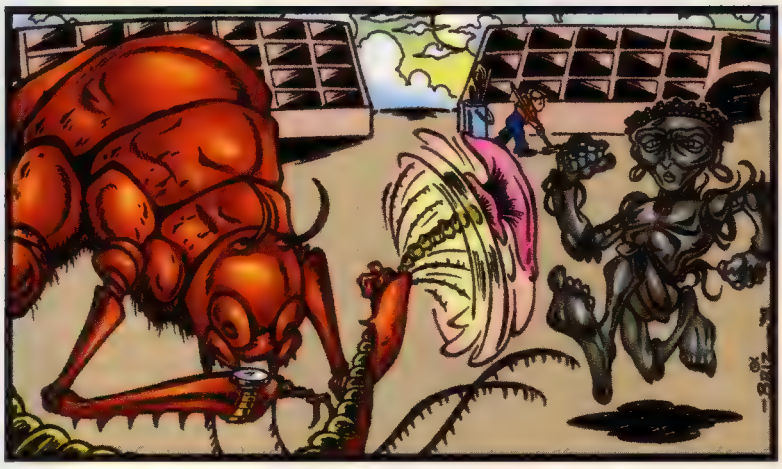
RUST MONSTER

Game: *AD&D*
Length: 5' from tip to tail, about 3' high
Weight: 120 lbs.
Reach: 24"
Favorite Snack: Your character's favorite platemail suit

VS.

STEEL GOLEM

Game: *Magic: The Gathering*
Height: 7'
Weight: 1,500 lbs.
Reach: 42"
Favorite Snack: Fudge ripple topped with iron filings



A being of living metal. A giant armadillo with a propeller on its tail. This oughta be good.

Pre-Game: The Steel Golem strides confidently toward the ring, certain of victory. See, SG here prevents creatures from coming into play after he does. All he has to do is arrive first, and Rusty won't even be able to enter the arena. The Rust Monster, having spent the night in the ring, wakes up in time to see the Golem loping toward the ring. "Crap," says the Golem. The Rust Monster says nothing, twirling his tail in the breeze.

Round One: The Golem raises a mighty fist and brings it down upon the rust monster, splattering innards hither and yon and all over most of the front row. Luckily, Rusty's got more innards and flicks its tail, tapping the ankle of the enormous golem.

Round Two: Rusty leaks fluid, but the Golem crumbles to powder.

Winner: Rust Monster

WORF, SON OF MOGH

Game: *Star Trek CCG*
Height: 6'5"
Weight: 225 lbs.
Reach: 38"
Signature Weapon: The bat'leth, Klingon crescent of death

VS.

XENA, WARRIOR PRINCESS

Game: Hercules & Xena
Height: 5'10"
Weight: 150 lbs.
Reach: 37"
Signature Weapon: The chakram, Ring-Toss of doom

The battle of the licensed properties is a heated one. Both contenders are living legends to their peoples, masters of the martial arts, and have a powerful set of lungs for all that screaming they do. Of course, Worf pals around with Cardassians and Ferengi while Xena tends to associate with nubile gymnasts in various states of undress. We know which side we're rooting for.

Round One: Worf swings his bat'leth into position for an overhead slice. Xena blocks with her short sword and gives him a high-kick to the chest.

Round Two: Xena does a sextuple backflip, landing on her feet. "Have you been trained in zero-g?" growls Worf. "No, I've just got a high center of gravity," answers Xena.

Round Three: Worf stares at Xena's "high center of gravity" long enough for her to hurl her chakram at him. It zips through the air, bounces off several support struts and heads for the Klingon's neck. Worf casually disintegrates it with his phaser.

Round Four: Xena pitches her head back and lets loose with the Amazon battle yodel. Worf clutches his ears in pain. "Sweet mother of Ardra, is that a tribble being boiled alive?" Xena takes the advantage and lets loose a flurry of karate chops to the Klingon's bony skull-plate. The warrior falls.



Round Five: A thousand Trekkies rush to the defense of their hero. "No way could Xena beat Worf! It's no fair!" They stop dead in their tracks at the sight of all the female Xena fans. "Um... well, maybe. Wanna get a soda and talk about it?"

Winner: Xena

SHIVAN DRAGON

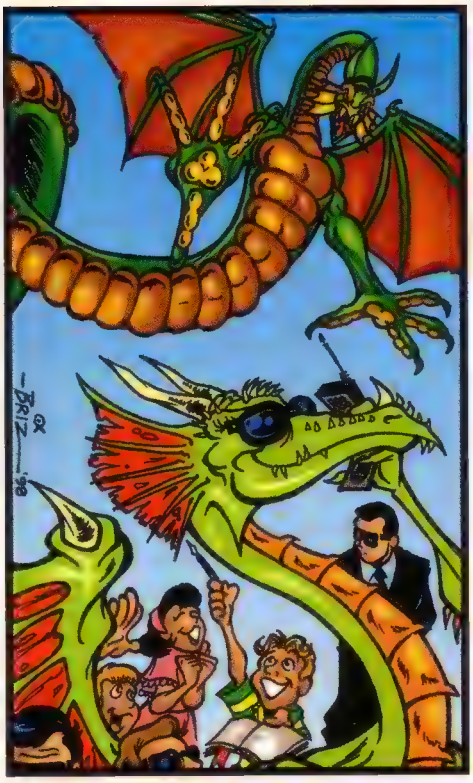
Game: *Magic: The Gathering*
Size: About the size of an F-15 fighter jet
Biggest Advantage: Pumpable with red mana

VS.

DUNKELZAHN

Game: *Shadowrun*
Size: About the size of a fire truck
Biggest Advantage: Can speak in complete sentences

Round One: The Shivan Dragon rises over the skyscrapers, wings spread, letting out an unearthly roar fitting for a living force of mass destruction.
Round Two: Dunkelzahn, as a presidential candidate, calls for Secret Service protection. Three men in dark suits pull guns and start firing at the beast.
Round Three: Shivan Dragon eats them. They were probably no bigger than 1/1 to begin with.
Round Four: The Shivan opens its gaping maw and lets loose a fountain of flame. The heat is intercepted by a Fire Elemental bound to the *Shadowrun* dragon for just such an occasion. (Those 2057ers are pretty savvy about magic.)
Round Five: Dunkelzahn spreads his own wings and takes to the sky. He's a little out of practice, but he can still get himself airborne. A heavy claw-swipe knocks the Shivan into a spiral, from which the Shivan quickly recovers.
Round Six: Another spurt of *Magic* flame ruins DZ's custom-made Armani suit. A glimmer of hate grows in the candidate's eyes...
Round Seven: ...as he lets off a spell of his own. A Manabolt—which, being made of mana, burns the Shivan into a 5/5 s'more.
Round Eight: Dunkelzahn calls for Chinese take-out.
Winner: Dunkelzahn



KAKITA TOSHIMOKO

Game: *Legends of the Five Rings*
Height: 5'7"
Weight: 145 lbs.
Reach: 58" (includes 24" katana)
Protegé: Doji Hoturi, noble Crane samurai

VS.

OBI-WAN KENOBI

Game: Star Wars
Height: 5'10"
Weight: 160 lbs.
Reach: 65" (includes 30" lightsaber)
Protegé: Luke Skywalker, whining farmboy Jedi

They say age and treachery will outwit youth and skill. What about age *and* skill? Kakita Toshimoko is called the "Gray Crane" but he can slice through ninja without breaking a sweat. Obi-Wan's eligible for Social Security on Tatooine, but a Jedi Knight can give any samurai a run for his koku. When blades start flashing, it's time to separate the men from the boys.
Round One: Toshimoko slips into a fighting stance. "I stand for honor." Obi-Wan glares. "*I* stand for honor."
Kakita: "Really? What about respect, duty and training?"
Kenobi: "These are the values of a Jedi."
Kakita: "Hm. Maybe we're not supposed to fight after all. Join me and battle in the name of the Emperor!"
Kenobi: "The Emperor?!? You must fall, Imperial lackey!"
Round Two: Obi-Wan stares at his foe, hand on his lightsaber, awaiting the proper moment. Toshimoko stares back, trusting in the Tao of Shinsei to show him the way.
Round Three-Nine: More meditation. You can feel the power charging the air between these competitors.
Round 10-22: You can also feel the grass growing beneath your feet.
Round 23: A cricket chirps. Toshimoko draws the Ancestral Sword of the Crane as a blue beam rises to meet it. Obi-Wan gasps as the katana faces the blow unharmed. "Strength of Purity," smiles Toshimoko.
Round 24-27: The two swordsmen trade strikes until Toshimoko's blade slices a gash across Obi-Wan's belly. Kenobi slumps obligingly to the ground. "You...are a worthy adversary. May...the Force...be with you..." Kakita sips his sake. "Ah, but Kenobi-san...I *have* Force. And Chi."
Winner: Kakita Toshimoko



SARUMAN

Game: *Middle-earth*
Height: 6'3"
Weight: 185 lbs.
Reach: 43"
Dream Date: Samantha Stevens

VS.

RAISTLIN

Game: *AD&D*
Height: 6'1"
Weight: 159 lbs.
Reach: 41"
Dream Date: Sabrina, the Teenage Witch

A couple of heavyweight-wannabees who need help holding up their pants on a normal day are about to unleash the forces of the cosmos in an effort to prove which wizard should indeed get to rule the fantasy realms.

Round One: Oooo... spooky. Raistlin goes for the intimidation factor by staring at his opponent with those creepy hourglass-shaped eyes. Saruman backs off a bit, not much of a threat without his staff. Too bad the pansy let Gandalf take it from him.

Round Two: This bout's a rout! Raistlin zings off a fireball that everyone but Saruman saw coming. Put up your gloves man! Defend yourself!

Round Three: Saruman dives in for the clutch, desperately trying to avoid—Oh no! He's bitten off a chunk of Raistlin's ear!

Round Four: Raistlin is honkin' mad now. He whacks Saruman with his staff. How those blows can hurt, we don't know, but it looks like Saruman is about to fold like a card table.

Round Five: Wham! Raistlin is out cold. Lucky for the old geezer, somebody bounced a palantir off Raistlin's head. Yes, Saruman's cornerman, Wormtongue, finally got his aim right.

Winner: Saruman



THE ORCS

Game: *Warhammer*
Average Height: 7'3"
Average Weight: 379 lbs.
Average Reach: 40"
Average IQ: 52

VS.

THE BORG

Game: *Star Trek CCG*
Average Height: 5'11"
Average Weight: 315 lbs.
Average Reach: 40"
IQ (Collective): 45,687



Can the fat, smelly orcs overcome the coldly logical Borg Collective? Or will the asexual cyborgs triumph over their stupid, inbred opponents? It doesn't take a genius to call this one, folks!

Round One: Here come da orcs! They rush in without a plan, trusting their muscle and smell will overwhelm the Borg.

Round Two: The Borg mow them down by the hundreds with their assimilated technology.

Round Three: Here come da orcs! More phaser fodder for the Borg.

Round Four: Ugh. The stench of roasted orcflesh...

Round Five: Here come da orcs! Nothing stands in their way—not sweat, not drool, not common sense—as they drive their army of monster trucks straight for the heart of the Borg. Va-Room!

Round Six: Out in space, the Borg Queen presses a button and her Cube transports another 30,000 troops to the planet. It takes 37 to level the orc vehicles.

Round Seven: The Borg surround the sniveling, abusive orc refugees.

Round Eight: What the...? The Borg Queen has sounded the retreat only moments after beginning her assimilation of the head orc! "They cannot be assimilated! Do not add them to the Collective! I'll kill the first rustbucket who adds their imbecility to our hive! Run away! Run away!"

Winner: The Orcs



PREDATOR

Game: *Aliens/Predator CCG*
Height: 7'6"
Weight: 410 lbs.
Reach: 46"
Greatest Triumph: Holds belt from "Contest of Champions II"

VS.

BEHOLDER

Game: *AD&D*
Height: 4'3"
Weight: 217 lbs.
Reach: Able to touch the hearts of millions
Greatest Triumph: Once ate entire truckload of Twinkies without puking

As the returning champion, and currently belt-holder from "Contest of Champions II," the Predator has made it perfectly clear he's after one of the biggest trophies of his career—the Beholder's skull. This is certainly a grudge match as the Beholder has been out for blood ever since he found out the Predator was sleeping with his wife.

Round One: The Beholder makes a crucial error right up front. Finally getting a bead on the elusive Predator, the Beholder picks one of his eyebeams at random and zaps his prey with an anti-magic ray. Unfazed, the science-based Predator chortles, shakes it off and takes out half of the Beholder's eyestalks.

Round Two: The Beholder's hurtin'. He backs away from the Predator, preparing to fire his death ray—and the Predator nails him with that nifty wrist blaster. The Beholder's down to a single stalk.

Round Three: The Beholder desperately rushes the Predator. Ooooh! Trust the mighty hunter to take a cheap shot, kicking the Beholder in the family jewels.

Round Four: It's over! The Beholder's down for the count. The Predator wastes no time adding another prized skull trophy to his collection.

Round Five: Look out! Mrs. Beholder's loose from the crowd. She's comin' up quick and shouting something that sounds like "My hero!"

Round Six: Gross! She's humping his leg!

Winner (and still champion): The Predator, love machine

BARON SENGIR

Game: *Magic: The Gathering*
Height: 6'6"
Weight: 230 lbs.
Reach: 39"
Biggest Disappointment: *Homelands* voted second-crappiest *Magic* expansion

VS.

COUNT VLADIMIR RUSTOVICH

Game: *Werewolf: The Apocalypse*
Height: 6'1"
Weight: 170 lbs.
Reach: 35"
Biggest Disappointment: No cameo in "Kindred: The Embraced"

A fangfest from the word "slurp," this one's a real shudder. Two power-hungry vampire lords with powerful legions looking to corrupt and despoil the world. Baron Sengir is the progenitor of the Sengir Vampire (still the coolest *Magic* vampire ever); Count Rustovich is on the board of directors of *Werewolf*'s PENTEX corporation and knows the Wyrm on a first-name basis. Frankly, folks, it's bad news no matter who wins.

Round One: Baron Sengir peers imperiously down at the vaguely human-sized Count. "Shouldn't you be hawking cereal somewhere, little man?" Rustovich responds by taking the shape of a nine-foot-tall demon bat. The Baron whimpers piteously.

Round Two-Four: Vlad introduces Sengir to the fleshcrafting art of Vicissitude, turning the Baron's internal organs into a meaty salad.

Round Five: Back in humanoid shape, the Count hoists Sengy into the air by the scruff of the neck and gives him a Potence-powered kick in the keister, sending him flying. He lands on the doorstep of the Wizards of the Coast offices.

Round Six-Nine: Baron Sengir argues furiously with the *Magic* design team. Peter Adkison refuses to buy White Wolf in order to fix the match. The DCI says it'll work something out.

Round 10: Baron Sengir flies back to the ring.

Round 11: Vlad prepares to hand the Baron another thrashing, but his blows do no good. Sengir smiles and shows the Cainite the latest DCI ruling: Baron Sengir is errata'd to read: "Counts as a vampire and can now regenerate *himself*." Rustovich gets a Soul Burn like you wouldn't believe.

Winner: Baron Sengir





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BATTLE COW

Game: *Battle Cattle*
Height (hoof to shoulder): 5'6"
Weight: 2,144 lbs.
Reach: 42"
Most Embarrassing Moment: *InQuest* #29, "Games that Suck" article

VS.

THE SHEEP

Game: *Settlers of Catan*
Average Height (hoof to shoulder): 3'2"
Average Weight: 178 lbs.
Average Reach: 21"
Most Embarrassing Moment: **Farmer Hoggett**

The sheep seem to be facing insurmountable odds. They certainly have their work cut out for them. The question on everyone's mind at this point: steaks or hagis for dinner?

Round One: The Cow's first blast takes out six of the herd. The other sheep are scattering, some for the forest and the rest for the mountains, while a few are staying behind to buy them time for their escape. You gotta feel bad for the sheep. What fool scheduled this match?

Round Two: ZAP! There goes another sweater that'll never be made.

Round Three: What's going on? The forest sheep are returning and they're carrying...some kind of hollowed-out log?

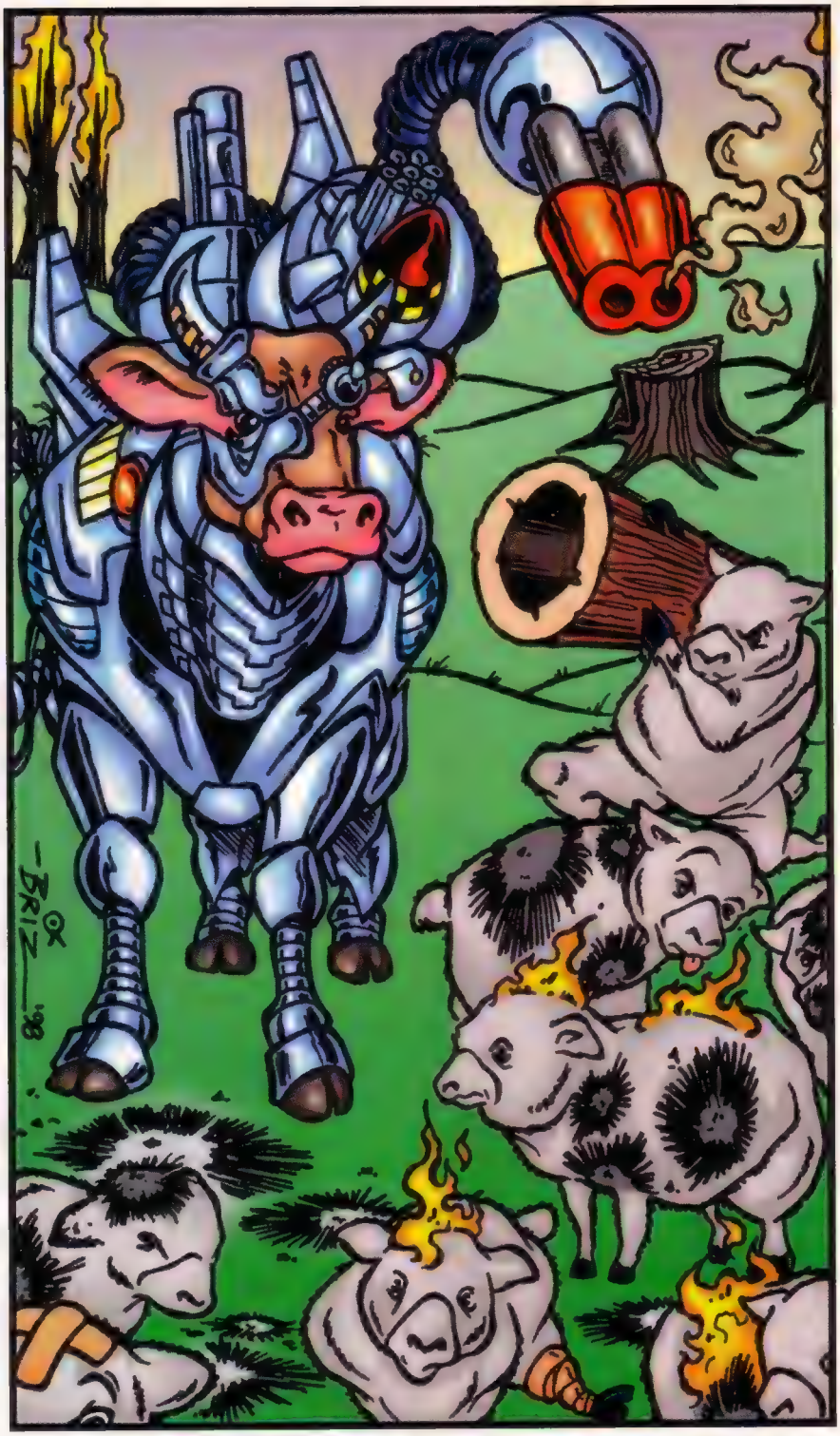
Round Four: ZAP! What a waste of perfectly good lamb chops.

Round Five: Wait! The mountain sheep come back. What are they doing with those diamonds and that powdery substance?

Round Six: BOOM! Amazing! The cow is down! The sheep constructed a crude cannon from a log, diamonds and sulfur a la Captain Kirk when he fought the Gorn. Boy, do these sheep know their "Trek"!

Round Seven: The battle cow is udderly defeated by a flock of real baaaa-d asses.

Winner: The Sheep



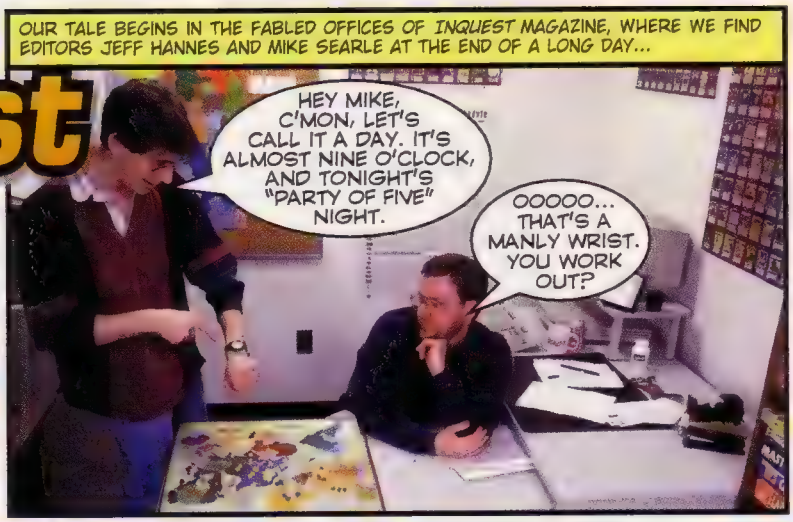
That wraps up this year's "Contest of Champions." We had screaming warriors, dueling dragons, assimilated orcs and scorched sheep... a little bit of everything. So what match-ups would you like to see? You never know, "Contest of Champions IV" might pit your favorites head to head...

The *InQuest* staff went head-to-head... Pens and dice were no match for our favorite mascot's hairballs.

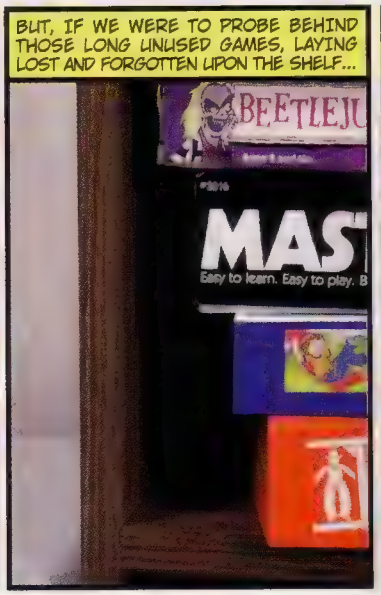

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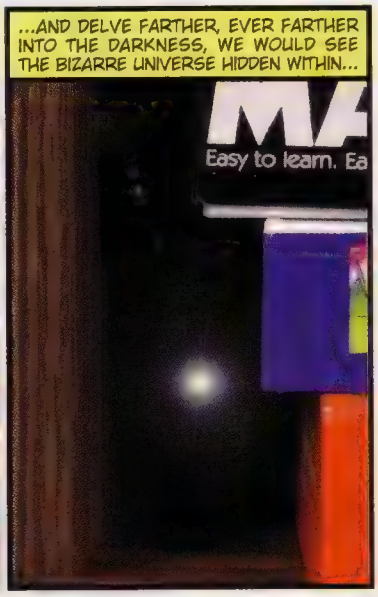
InQuest After Hours

By the *InQuest* & *ToyFare* staffs.
Photographs by Paul Schiraldi.











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HEY, ALRIGHT, YOU GUYS MADE IT!
HEY, BUDDY!
BONJOUR.
OUI, WE MADE EET. NOW PREPARE TO LOOZE ALL DATCHOO OWN, FOR TONIGHT EEZ...
"...POKER NIGHT!"
OKAY, THAT'S A POINT OF DAMAGE FOR EVERYBODY! HAW!
MUHAHA MUHAHA
UGH. THAT JOKE'S AS OLD AS MONO ARTIFACTS.
MEANWHILE, AT THE OTHER END OF MIKE SEARLE'S DESK, WE TURN OUR ATTENTION TO A SEEMINGLY HARMLESS-LOOKING OFFICE PLANT.
HARMLESS, THAT IS, UNTIL YOU PEER DEEPER, DEEPER BEYOND ITS SIMPLE FACADE...
...WHERE, IF YOU WERE TO STRAIN YOUR EARS, YOU COULD MAKE OUT TINY VOICES... ANGRY VOICES.





AND SO, A QUEST IS BORN. AND WITH IT, A JOURNEY. OVER THE MOUNTAINS, ACROSS CONTINENTS AND THROUGH LITTLE PIECES OF BRIGHTLY COLORED PLASTIC, EVERY STEP BRINGS THE HIGHLY COLLECTIBLE WARRIORS CLOSER TO THEIR DESTINATION.




BUT AT THAT VERY MOMENT...
CARE FER MO' FISH N' CHIPS, BOMBUR OL' MATE?
THAT WOULD JOLLY WELL PLEASE ME INSIDES, OL' BEAN!
OH BOMBUR, YOU...EH? WELL GOOD DAY TO YOU, STRANGERS.
CARE TO SIT FOR A SPELL, MAKE MERRY AND HAVE SOME PIE?
YOU DARE OFFER US YOUR DECADENT WESTERN PIE?!?
AIEEEEEE...
I FEEL YOUR PAIN. ALAS, I DO NOT CARE.
SLICE!
CHOP! CHOP!
ARRRGHHHH...


A TRAIL OF DEATH IN THEIR WAKE, THE BOOKCASE-HOME OF THE MAGIC CARDS NOW LIES BEFORE THEM.
MEANWHILE, INSIDE SAID BOOKCASE...
BOO-YAH, READ 'EM AND WEEP! AND *PHEW*, SOMEBODY OPEN A WINDOW. THIS TACO BELL IS KILLING ME.
BANZAI!
CRASH!
DIE! DIE! DIE! DIE! DIE!
SACRE BLEU!
"PING" THIS, FRENCHIE!
HEY...HE OWED ME MONEY!
SLICE!
AT THAT VERY MOMENT, OUTSIDE THE BESIEGED BOOKCASE...
OUCH!
AIEE!
EEEK!
WHAT THE...?
THE MAGIC GUYS ARE UNDER ATTACK!
IT'S THOSE LSR GUYS!
EVERYONE, LISTEN TO ME! HERE'S THE CHANCE WE'VE BEEN WAITING FOR! IF WE UNITE AND STRIKE NOW, WE CAN END MAGIC'S REIGN AND WE CAN BE THE NEW NUMBER ONE GAMES! ARE YOU WITH ME?
IT'S CLOBBERIN' TIME!
CRY HAVOC!
YEAH!
I'M NO LONGER BEING PUBLISHED!


FOLLOW ME!
YEE-HAW!
HOT DAMN!
GUYS, HELP, I'M FALLING! AHHHHH.....
ENEK BROCH MICL BIK TI MURI'K! DUR'NI!*
SLAM!
SPARE ME, I'M A RAREARGHH...
FREEDOM!!
CONSIDER YOURSELF ERRATA'D.
*<DIE!> TRANSLATED FROM KLINGON
THE NEXT MORNING...
UHHHH...
MIKE, I AM SO SICK OF YOUR CRAP. THIS IS LIKE THE THIRD TIME THIS WEEK YOU'VE DONE THIS. I'M GOING TO WORK FOR THE DUELIST.
THE END

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10

The Chosen Ones

Readers pick 1997's best games By the *InQuest* staff

It's a time for laughin' and a time for cryin'. Some games walked away with more than they deserved, while others went home empty-handed. The fans have spoken…and more often than not, they're speaking with one voice. A deluge of votes—tabulated on the bloody fingers of one of the prisoners in our dungeon—add up to a lot of opinions on the part of the fans. He was mighty grateful to those who couldn't follow directions and voted for things not released in 1997; he didn't count those. However, those ballots that were counted seemed to agree on most things…

BEST CCG

Shadowrun almost 2-1 over its closest competitor, *Dune*.
All of us here at *InQuest* would like to know the name of the solitary buttweasel who sent in that one vote for *Imajica*; we'll send you all the extras we didn't send to game-starved kids in Africa.

BEST RPG

Legend of the Five Rings (*L5R*) wallopped *Men in Black* almost 3-1.
For those folks who wrote in for *Trinity*, don't be disappointed; it'll show up on the 1998 ballot. Hopefully, it won't have changed its name again by then.

BEST BOARD GAME

Lionheart by a landslide. Games editor Jeff Hannes went into seizures when it beat out *Twilight Imperium*. He was all right, though, after we placed a Jester's Cap under his tongue.

BEST MINIATURES PRODUCT

In a close race, *Epic 40,000* narrowly beat out *Moondragon* for the win by a mere four votes. Just out of curiosity…How many of you voters have actually played *Moondragon*?

BEST CARD GAME

We were ecstatic that the "game of choice" around the office here was noticed by the fans; they voted *Titan: The Arena* the champ over a distant-second *Dilbert: Corporate Shuffle*. Look for a *Titan: The Arena* sequel with a sci-fi theme later this year.

BEST CCG EXPANSION

In the first category of the *Magic* sweep, *Weatherlight* ran rampant over its competitors, scoring more than five times the votes of *Dagobah* or *Time of the Void*. Even *Tempest*, a *Magic* write-in, challenged them for second place.

BEST RPG SUPPLEMENT

AD&D still rules the RPG world as *Domains of Dread* beat out a strong and surprising second-place *Delta Green* supplement for *Call of Cthulhu*. What amazed us most was the work some people had gone to organizing a write-in campaign for *Conspiracy X*'s *Cryptozoology*.

FAVORITE ARTIST

In the closest race of the awards, Phil Foglio narrowly escaped the grasp of Brom by less than 10 votes to walk away with the victory. We have the feeling that Phil's mom may have voted more than once.

FAVORITE HERO

No surprises. *Tempest*'s Gerrard wailed on *L5R*'s Akodo Toturi, smashing him by more than five times the number of votes. Rick Swan was disqualified since 1997 was not his first appearance. His mother may also have voted more than once.

FAVORITE VILLAIN

Same story here: Greven *il*-Vec stompped Yogo Junzo by a ratio of nearly 6-1 to complete the *Magic* sweep. Greven, however, stunned us all by announcing that he would give his award to Marv Albert who received a write-in vote. "His talent has gone unrecognized for too long… I still have a lot to learn from Marv," Greven said. Fellow vote-getters Yoda and Wizards of the Coast were untouched by this show of generosity.

COOLEST MOMENT

In another close race, *L5R*'s "Victory of the Lion Clan" at '97's GenCon narrowly defeated "Dr. Van Richten's sacrifice" from the *AD&D* product *Bleak House*. Look out in 1998 when we expect the big event to be introduction of the Buttweasel Clan with Cow Nose the samurai.

HALL OF FAME

Magic and *AD&D* kicked the collective asses of all other pretenders to their throne. *Magic* got six times and *AD&D* garnered five times the votes of the third-place contenders. *Axis & Allies*, *BattleTech*, *Call of Cthulhu* and *Vampire: The Masquerade* all ran a pretty close race for that slot; next year, two of them should see some glory. In the meanwhile, before next year, voters—other than the 10 of you who voted for it—should check out *Champions* Fourth Edition. It finished an undeserved dead last.

And when planning your votes for next year, remember: The more you play, the more you know.

AND THE WINNER IS...

BEST CCG
Shadowrun (49.8% of the vote)

Best RPG
Legend of the Five Rings (55.5%)

Best Board Game
Lionheart (47.0%)

Best Miniatures Product
Epic 40,000 (31.8%)

Best Card Game
Titan: The Arena (46.2%)

Best CCG Expansion
Weatherlight for *Magic: The Gathering* (61.2%)

Best RPG Supplement
Domains of Dread for *AD&D* (58.4%)

Favorite Artist
Phil Foglio (29.9%)

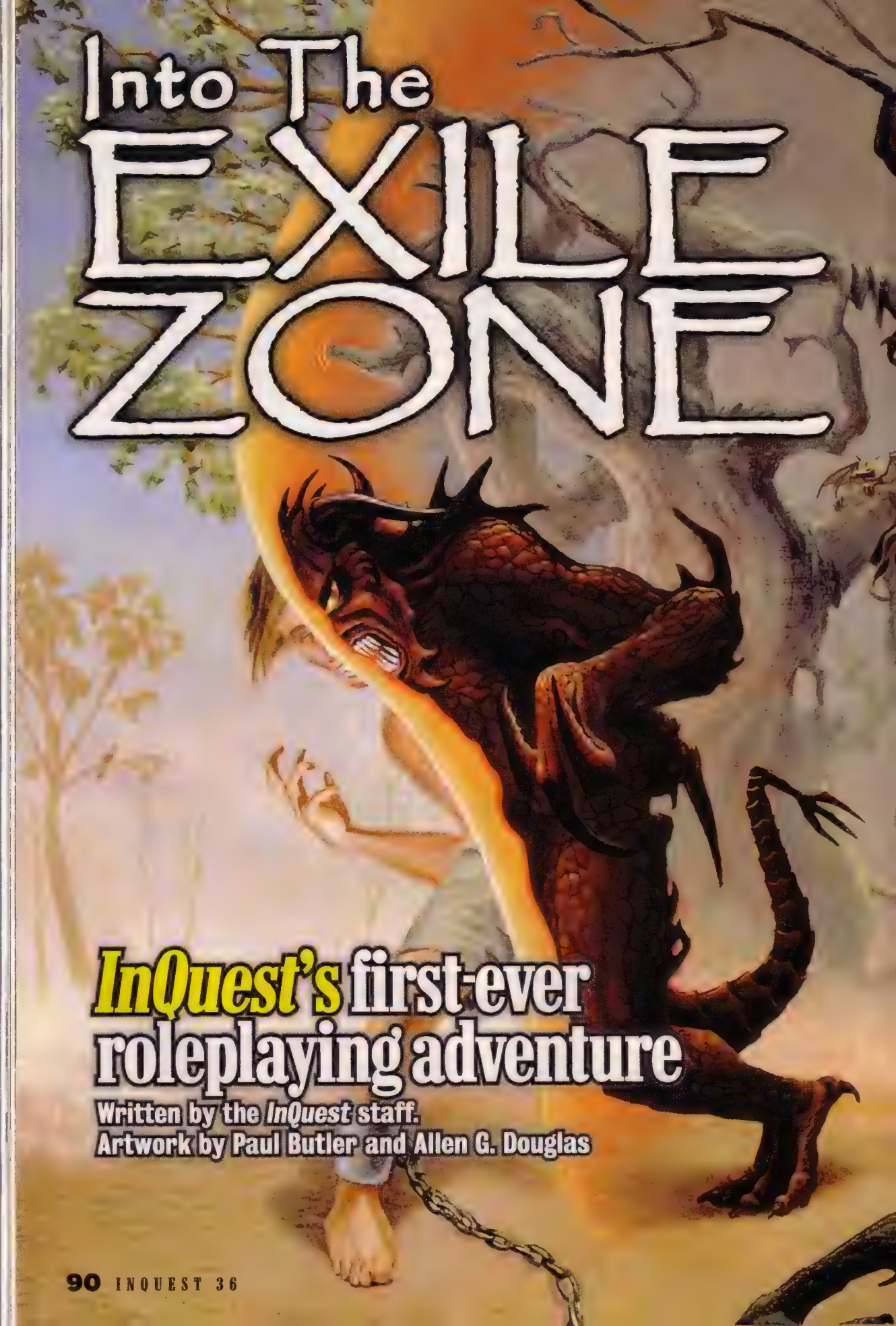
Favorite Hero
Gerrard (61.2%)

Favorite Villain
Greven *il*-Vec (70.2%)

Coolest Moment
"Victory of the Lion Clan" from *L5R* (38.2%)

Hall of Fame
Magic: The Gathering (39.7%)
Advanced Dungeons & Dragons (32.2%)

© Crowd scene: Everett Collection. Photo: Paul Schwabb



Into The EXILE ZONE

InQuest's first-ever roleplaying adventure

Written by the *InQuest* staff.
Artwork by Paul Butler and Allen G. Douglas

There are no prisons in the city of Lorinthar. No holding cells, no walled grounds. The guilty are not tortured or put to death, nor are they rehabilitated. There is only one sentence for criminals in Lorinthar—the Exile Zone.

No one knows how the Exile Zone came to be, but the people of the land know of its existence. In the northern reaches of Lorinthar, there is a large expanse of land polluted by chaotic magic. Those who cross the borders of the Zone are trapped in the mysterious region.

None have returned. Being exiled to the Zone is a life sentence.

WHAT IS THIS?

"Into the Exile Zone" is a fantasy roleplaying adventure (also called a "module") for four to six players. It is designed to be plugged into an existing RPG campaign or used as the springboard for a new campaign. The module is divided into two parts. Part one is what you're reading right now and contains the detailed plot of the adventure. Part two is contained in the module booklet which came with this issue. It includes all the background information about the Exile Zone and the neighboring city of Lorinthar.

The module booklet also includes a map of the Zone and game statistics for *Advanced Dungeons & Dragons*, *GURPS* and *Earthdawn*, but the adventure can easily be modified to fit any system. All locations, such as the kingdom of Quaylen, can be changed to locations within your campaign world, allowing you to plug this adventure into your existing campaign.

What follows is for the **GAME MASTER ONLY**. In fact, if a friend of yours is going to run this module, you shouldn't have even read this far. If you're planning on running this module, you should read the module booklet first, and then come back here to read the plot details below. In either case, make sure you've read everything at least once (preferably twice) before running this adventure.

Adventure Background

About a week ago, Roland Hathord, a diplomat from the Kingdom of Quaylen, was sent to open trade negotiations with Lorinthar. Shortly after his arrival in the city, he was wrongly accused of committing a crime and immediately sentenced to the Exile Zone by one of the city's guard captains.

When news of this reached Devon Gaston, the mayor of Lorinthar, it put him in a panic. If word reached Quaylen, Lorinthar could suffer retribution. Since Gaston's communications with those inside the Zone have unexpectedly ceased, there is only one solution; he must send a group of adventurers into the Zone to retrieve Diplomat Hathord.

The catch, which Gaston won't reveal, is that all people entering the Zone are transformed into creatures—including the adventurers.

BEGINNING THE ADVENTURE

The first thing you need to do is to get your group's player characters (PCs) into the city of Lorinthar. The easiest way is to have this adventure take place right after the PCs finish their latest quest. After reaping their reward, an existing NPC (the person that hired them, a longtime friend, etc.) recommends that they get some rest and relaxation in the city of Lorinthar. It's got all sorts of nifty shops—a great place to spend their newly found loot—and the NPC has a friend in the city who owes him a favor. If the PCs go to the inn named The Golden Talon, the owner, Bernard Mickell, will take good care of them.

Alternatively, the PCs can be sent by their king or a representative to find out why a diplomat they sent a week ago (i.e., Roland Hathord) hasn't returned. If you take this approach, you'll need to make some modifications to the beginning of the module; however, make sure the PCs have a chance to explore the city a bit before they take off for the Zone.

THE CITY OF LORINTHAR

Lorinthar is about a week from the PCs' current location. What happens—if anything—on the way to the city is up to you. Once the PCs get there, read the following:

As you reach a crest in the road, the city of Lorinthar comes into view. Even from this distance you can tell that it is a place of wealth and prosperity. There are buildings of two-stories or more, and the roofs are tiled with the scales of great beasts, not thatched. As you approach the ornately decorated gates, you see two guards standing on either side of the city entrance. They are both dressed in lavish armor that is like none you've ever seen. As you get closer, you notice that the armor is a coat of intricate scales. One of the guards is garbed in bright purple, the other in deep crimson, and both have long, curved swords at their sides.

When you reach the gate, the guard in crimson stretches his arms wide and says, "Welcome to Lorinthar."

Although they appear equipped for it, the guards are not looking for trouble. They are simply there to greet the PCs. They will ask them if they are here for business or pleasure, and if the PCs have any specific questions about locations within the city, the guards will be as helpful as they can. As the PCs enter the gates, the guard in purple tells them the following:

"You are welcome to partake of all the pleasantries and fineries our city has to offer. I submit but one word of caution: We city guards don't take kindly to people who cause trouble, so you might want to make sure you're not one of them. Keep that in mind and you should have an enjoyable stay."

Once inside the gates, the PCs are free to explore the city, exploring the various shops, services and entertainment Lorinthar has to offer. The one thing the PCs will clearly notice is that everything in the city is exotic. See the module booklet for more detailed information on the people and places in Lorinthar.

The Golden Talon

Eventually, the PCs will find their way to The Golden Talon, either because it was recommended to them or because that's the first inn they happen to enter. Like every other place in Lorinthar, The Talon is lavishly decorated. The chairs are draped with the skins of exotic beasts, the tables are crafted from high quality lumber and the floors are carpeted with finely woven rugs.

Bernard Mickell, the owner of The Talon, introduces himself to the PCs; if they were sent to Lorinthar, he knows who they are and that he's repaying a debt through them. Whatever the case, he's jovial and courteous, inviting the PCs to dine in his inn. The menu is filled with steaming meats and spicy brews of which the PCs have never heard, such as the crunchy zenobord or the sweet jaffelkop. After the dinner, Bernard offers the PCs rooms, as many as they desire. The PCs will likely notice that the doors have no locks. If asked about this, Bernard shrugs and tells them, "It isn't necessary."

The evening passes uneventfully, and in the morning, Bernard has prepared breakfast for the PCs. While they're eating, he says he hopes they've enjoyed his hospitality, and he's

wondering if they might do a small favor for him. Devon Gaston, the mayor of Lorinthar, is looking for a group of adventurers.

If the PCs are reluctant about meeting with Gaston, Bernard points out that Gaston is a representative of the city, and the city is extremely wealthy. If that doesn't entice the PCs...ah well, you're on your own.

Meeting with the Mayor

The PCs make their way to Gaston's estate, a sprawling manor with a magnificent garden. At the gate, they are greeted by a pair of guards. One says the mayor is expecting them and escorts the party to the entrance of the manor. From there, a servant has the PCs wait in the parlor. Gaston, a heavy-set man in his fifties, enters the room a few minutes later. A taller man, the wizard Xanalor, draped in elegant robes, walks beside him and takes a seat in the corner of the room. Gaston sits across from the PCs and addresses them:

"Well, first I'd like to thank you for agreeing to meet with me. I trust you have enjoyed your stay in Lorinthar thus far?"

Gaston will engage the PCs in some brief small talk. Through it all, the wizard remains silent. If the PCs ask about him, Gaston will introduce him as his aide, Xanalor. Xanalor, the city wizard, nods at the PCs and will answer any questions directed toward him, but until his services are necessary, he will keep a low profile. When the pleasantries are done, read the following:

The Mayor's demeanor shifts as his expression grows somber. In a soft tone, he addresses you. "What I am about to tell you must stay in the strictest of confidence. Despite our successes, we have a potentially serious problem. A week ago, Roland Hathord, an ambassador from the kingdom of Quaylen, came to survey our city with the potential of opening trade negotiations. Things were proceeding well until there was a mishap in the marketplace.

"Through a misunderstanding, Hathord was accused of committing a crime and, because our guard captains have leave to do so, he was found guilty and sentenced shortly thereafter. You see, there is but one sentence for those found guilty of committing a crime in Lorinthar: They are sent to the Exile Zone. The Zone is a place to the north of here, a place of madness. Those who enter the Zone do not return.

"Clearly the diplomat must not have been guilty, but the captain acted in haste. I assure you the captain has been reprimanded for his impetuousness, but that is the least of our worries at this point. We need a group to enter the Zone—under the protection of magic, of course. There you need to find Hathord and bring him back to the city. If the ambassador is not recovered, the diplomatic repercussions could be severe. We are prepared to reward you well if you succeed. Will you help us?"

Gaston will negotiate a reward with the PCs, offering them any request (within reason), and that you, as a GM, feel comfortable. Just don't promise so much that it seems like this is an impossible quest. The reward should be significant, but reasonable.

If the PCs accept, Xanalor will prepare them for the Zone. He explains that the Zone causes unpredictable effects, not the least of which can be madness, but he can protect the PCs from the Zone's effects by inscribing a magical sigil on each of them (see diagram, page 94). He also casts a Sigil of Location upon the party leader, explaining that this sigil will act as a compass, glowing brighter when the PCs are moving towards Hathord's current location.

After the sigils have been cast, Gaston wishes the PCs luck and Xanalor escorts them to the edge of the Zone. Xanalor isn't much of a talker, so the PCs are treated to a tour of storefronts, wealthy merchants and the cobblestone road wandering out to meet the ominous forest to the north. Before the PCs enter the Zone, Xanalor warns them that the sigils will only last for 24 hours. Once they find Hathord, they must bring him back to the entrance, where Xanalor will cast a spell allowing them to exit the Zone.



Every monster in the Exile Zone is different—just don't mess with the wrong one.



INTO THE EXILE ZONE

Once all of the PCs have crossed the barrier to the Zone, read the following text:

As you move into the barrier, you feel as though you are being sucked into a vortex. Everything around you slows to a crawl and the trees transform into a blinding array of shimmering lights. A searing pain rips through you, and you feel as if your skin is being ripped from your body. You drop to your knees, or at least it seems that way. You can feel your bones moving under your skin as the air is forced out of your lungs, but you've lost all sense of your body. You instinctively try to cry out in pain, but all that emerges is a burning, a flame shooting from your mouth. You try to bring your hands to your throat, but you don't even know where your hands are.

Suddenly, in one explosive burst, the pain leaves you and you drop to the ground. The world comes back into view, but when you open your eyes, you see several bizarre creatures staring back. After a few disorienting moments, you notice the sigils glowing bright red on each of the creatures...These monstrosities are your companions.

The PCs have been transformed into monsters by the magic of the Exile Zone. From this point forward, they will play the creatures included in the Module Booklet (pages 8-13). Xanalor's sigil allows the PCs to maintain their intelligence and speak to each other, but all clothing and equipment has transformed with the PCs, and they have lost all of their mental, natural and/or spellcasting abilities. (Note: The flowmorph can only speak if he forms a mouth.) You can choose which players will become which monsters randomly or based on how much you think certain players would enjoy being certain monsters. If you have less than six players, use the monsters in the order in which they appear in the booklet.

At this point, show the PCs the pictures of the monsters they have become, but not the stats. Give the PCs a chance to explore their new abilities, with subtle hints to help them along with some of the more obscure examples. Each monster has a section titled "Weird Sensations" which you can use to help the PCs discover their abilities.

Once the PCs have had plenty of time to experiment, you can give them copies of their new characters. Alternatively, you can hold on to the stats, only giving PCs specific information when it is relevant and letting them know what their damage level is through descriptions like, "That last shot just nicked you" or "You're in so much pain you can barely stand." Whichever method you choose will depend largely upon the personal preference of you and, more importantly, your players.

The PCs may choose to try and leave the Zone; this is doomed to failure (see booklet, page 6). Or they may use the Sigil of Location to begin searching for Hathord. It will glow slightly once they move deeper into the Zone. Whatever route the players decide to take, there are three key events they will encounter, in the following order:

ENCOUNTER #1: Pack Attack

As the PCs are traveling through the forest, the stalker PC becomes aware that there are several other creatures in the immediate area. Before the PCs have a chance to react, they find themselves surrounded by a pack of eight vicious wolf-like creatures with quills (see page 15 of the booklet for statistics).

The PCs can do whatever they wish, but combat is unavoidable; some wolves will fire their quills at the PCs while maintaining the perimeter, and the rest will move in for the attack. The wolves are not really meant to hurt the PCs; once a few of the wolves have dropped, the rest will flee.

The purpose of this encounter is to give the PCs a chance to fight using their new abilities. Here is also your first chance to show the PCs that they are not completely protected from the influences of the Zone. Throughout the course of the module, there will be times when a character's bestial instincts take over their rationality. Each time this happens, the sigil

THE NATURE OF THE BEAST

During the adventure, the PCs will sometimes succumb to their bestial nature. Each time this happens, the sigil protecting them becomes a little dimmer. Here are a few examples of how the Zone begins to take its toll on the player characters:

BALEWORM	Becomes very impulsive and quick to act or attack without giving it much thought.
FLOWMORPH	Feels very sluggish and lethargic, with little desire to do anything.
GEOPHAGE	The geophage is more apt to become agitated, physically lashing out at a companion with whom he has an argument.
GRUBSKIN	Raw meat consumes the PC's attention. After an enemy dies, the grubskin will try and eat it.
STALKER	Becomes paranoid, overly sensitive that the group is being watched or hunted.
WINGED SLURRY	Is easily startled and its instinctive reaction in a dangerous situation is to immediately flee.

becomes a little bit darker. See the "Nature of the Beast" sidebar (above) for tips on how to do this effectively. When these slips happen is up to you; the best time is when the PCs are frustrated or wasting time.

ENCOUNTER #2: Rumble in the Woods

As the PCs continue searching for Hathord, they can make out sounds like wailing and the crash of trees in the distance. As the PCs get closer, they hear the roars and growls of two distinct creatures.

When you look out into the clearing, you see a fearsome sight. Two creatures—both easily twice your size—are locked in a struggle. One, a lizard-like creature with horns protruding from its face, neck and shoulders seems to have the upper hand on the other, a crab-like creature with six pincer arms. Both creatures are heavily splattered with blood—whose you cannot be certain; however, you can make out the magical glow of a sigil on each of them.

The PCs can watch the battle to its conclusion, or get involved if they desire. If any of the PCs asks for more detail about the sigils, he will notice that, while both sigils on the monsters are the same, they are different than the sigil the PCs possess. Regardless of what the PCs do to get involved, the lizard creature will defeat the crab creature, killing it, and then flee into the woods. The PCs can follow the tracks, but they will not be able to keep pace. Alternatively, if the PCs stop to listen, they hear the faint sound of moving water from the nearby lake. They may choose to go that way instead of following the tracks. Either way, the PCs will come across the next encounter.

The purpose of this encounter is to clue the PCs into the fact that something is going on here; there are other intelligent creatures in the Zone. Why or how this is possible, the PCs don't know.

ENCOUNTER #3: Pit Trap

While traveling along, the stalker PC suddenly stops and his whiskers prick up. He smells something; he's not sure what, but it's drawn his notice. The rest of the PCs smell nothing. The stalker is compelled to follow the smell, and soon, when the PCs are within about 50 feet, it becomes apparent what has caught his attention—a huge slab of raw meat hanging above the ground.

The stalker is salivating and is uncontrollably drawn to the meat. As he gets within 10 feet of it, he suddenly drops out of sight. The fall is 15 feet; most likely, the PC won't get hurt. After the stalker falls, he returns to his senses, no longer consumed by his urges. The pit is 10'x20', clearly made by intelligent creatures and not difficult to escape given a little bit of thought. The pit was designed for non-sentient beasts, so if the PCs put a little brain power into it—simply climbing out won't work—the stalker can easily escape. For example, the geophage could knock down a tree to use as a ramp or the baleworm could dig an inclined tunnel.

Alternatively, the PCs may choose to leave a character in the pit and hide in the brush, waiting for someone to arrive. Regardless of what they choose to do, a small band of the renegades will approach before they have a chance to leave the area.

You see a large band of creatures approaching you. Each is unlike any creature you have ever seen. One has tassel-like feathers that drape its skin. Another has long curved spikes emanating from just about every part of its body. Yet another has a thin, insectoid frame and razor-sharp pincers. All of the creatures are unique; and you realize that all of them bear a sigil like the one you saw earlier.

Before you can act or speak, the insectoid creature takes a step forward. Acidic saliva drips from its mouth as it opens its mandibles... and speaks.

"Why are you here?"



The leader, Morlen, is cautious, and as soon as he is satisfied that the PCs are not allied with K'mar, he will abruptly cut them off and say, "We must leave. It is not safe here now that you have triggered the trap." The renegade creatures lead the PCs back to their village, advising them to be as quiet as possible (see location 3 on page 6 of Module Booklet).

There are several reasons for


The city of Lorinthar offers exotic goods, and a very unusual land to the north.

this encounter. The most obvious is to introduce the PCs to the villagers. This encounter also serves to establish that there is a bad guy (someone setting traps) and it is an opportunity to have a PC succumb to his bestial nature.

THE RENEGADES' VILLAGE

Once the PCs reach the village, Morlen will begin answering questions, including the story of who the renegades are. He can tell the PCs much of the backstory, including how K'mar harnessed the power of the Zone to cast permanent sigils, and how the city of Lorinthar has been sending innocents to the Zone. He will also tell them of how the renegades fled K'mar's stronghold and how they have been hunted; however, he will not tell them the full extent of events: how creatures are being slaughtered, skinned and sold back to Lorinthar in a ghastly trade circle. This is a taboo subject for Morlen and his followers, and they will not speak of these abominations.

If the PCs ask about the diplomat, the renegades have not seen him, but Morlen will tell the PCs that if Hathord is still alive, he has most likely been captured by now.

If the PCs offer to go to K'mar's stronghold, the renegades will do what they can to help. They will tell the PCs how to get to the stronghold, and if the PCs are willing to try and take down K'mar, a small group will volunteer to create a diversion while the PCs find a way to enter. With the amount of troops K'mar possesses, the diversion will most likely be fatal, but the creatures are willing to make the sacrifice for the sake of the others trapped in the Zone and the thousands more who could be sent into it if K'mar is not stopped.

THE TRANSMUTER'S TOWER

The volunteered renegades will lead the PCs to within a mile of K'mar's stronghold. On the way, one of the renegades suddenly stops, looking quizzically into the distance. When questioned, he explains that there used to be a tower on the hill off to the south; now, for some unknown reason, it's gone. The tower belonged to the transmuter who created the Zone (although the renegades do not know this).

If the PCs choose to explore the ruins, they find that all that's left of the 30-foot diameter tower is the foundation. The walls that remain go only a few feet above the ground, and the stone staircase leads down into what was the tower's basement, now open to the sky. The tower has been completely looted by K'mar's minions, and the tower itself has been dismantled and taken to use as building materials to improve K'mar's stronghold. As such, there is very little rubble. There are, however, a large variety of tracks leading in the direction of the stronghold.

If the PCs examine the basement, they find plenty of scorch marks, but little else. The only noteworthy item is a small piece of paper, ripped from a larger piece. It is only a small scrap, at least 50 years old. There is not enough writing on the paper to decipher anything, but a PC who was a spellcaster can determine that it is from a spellbook.

However, there is something substantial to be found if the flowmorph PC explores the cracks in the walls—several sheets of the same paper. A skilled mage may be able to determine that the spell on the pages is some kind of powerful transmutation spell; any character that can read will be able to understand the wizard's notes scrawled in the margins.



The notes give insight into the history of the Zone, including the wizard's intent to create a "mobile field of transmutational energy," which would allow him to change his form. There are also notes which describe the field as unstable and his difficulties with keeping the field contained.

INFILTRATING K'MAR'S FORTRESS

It is about 20 minutes before sundown when the PCs approach the fortress, and they find it is much more than they expected. What was supposed to be a small keep set into the mountain has been transformed into a heavily fortified structure. Various monsters are working on improvements, hefting stone blocks into place on various parts of the keep. Twenty humanoid monsters are encamped in front of the stronghold (see page 15 of the booklet for stats).

To enter the stronghold, the PCs have four basic options:

1. Try and enter through the front gate. While feasible, this is highly unlikely. The PCs would have to defeat almost all of the monsters, plus they would sound the alarm.

2. Search for a secret entrance. If the PCs scout out the area around the stronghold, they hear the rumbling of water. There is a waterfall about 400 yards from the main entrance. Behind the waterfall is a cave which leads to the monster pen in the keep (area 7 on the map of K'mar's fortress).



3. Burrow through the ground. The baleworm PC can create a tunnel leading into the fortress, although unless the PCs scout the entrance (by sending in the flowmorph, which can go through cracks in the wall), the baleworm will be tunneling blind and show up in a random location.

4. The grubskin PC can have his maggots eat their way through one of the walls, allowing the PCs to enter.

As long as the renegades are causing a diversion, the PCs can accomplish options 2, 3 or 4 without being seen (as long as they're somewhat discreet). If they're not careful, they may have to face a few monsters. Of course, the PCs might try another method; if this happens, use your best judgment.

Inside the Fortress

Once inside the fortress, the PCs will have a chance to explore. As the PCs move through the various rooms, keep in mind that the dimensions of the rooms and hallways are huge, so as to accommodate the array of creatures that moves through them. The hallways are 15-feet wide and the ceilings are as high as 20 feet. Also, the Sigil of Location reaches its maximum intensity once the PCs enter the fortress. When they enter K'mar's lair it will begin to pulse.

1. COURTYARD: A variety of torture devices decorate the courtyard for the pleasure of K'mar and her minions. Several reserve guards are also milling about in this area. If any intruders are detected in the area, the alarm is sounded here and the two massive double-doors are locked from the inside.

2. ENTRY HALL: This well-lit chamber is the central location of the fortress. The guardian (see page 15 of the booklet) has one purpose—to keep others from going through the double doors leading into K'mar's lair (area 8). If the PCs move towards the door, it will scuttle over to block their path and say, "Go way." If the PCs do not comply, it will attack. Otherwise, the guardian will stare at the PCs but ignore them. The stone staircase in the far left corner of the room goes up about 15 feet and hits a ceiling of rubble; the second level of the fortress is still in the process of being built. None of the doors in this room are locked.

3. LIBRARY: This room, filled with fully stacked bookshelves, is K'mar's library. Most of the books here are ones she has pilfered from the transmuter's tower, although she has written several herself. If the PCs spend a significant amount of time in this room, they can learn more about the nature of the Zone—including the existence of the breach (although the location is not given) and how K'mar has managed to tap into the central core of the magic of the Zone, a swirling vortex of magical energy.

4. TREASURE ROOM: The door to this room is locked, but entering is easy enough. The flowmorph can go under the door, the grubskin can have maggots eat their way through the wall, etc. Inside, the room is filled with gold and gems K'mar has collected from the Zone; however, all of these will revert to worthless stones, metals, coal, etc. if the Zone loses its magic.

5. PROCESSING CENTER: As the PCs approach this area, they will be able to make out the cries and howls of K'mar's unfortunate victims. This grim chamber is filled with cruel devices used to help skin and process the body parts of captured creatures. If they're quiet, the PCs can observe the grisly activities of this chamber from the shadows without being detected.

6. STOREROOM: This dimly lit chamber is filled with barrels and crates which contain processed skins, bones and body parts, as well as the skeletons of various stripped creatures. These are materials to be shipped out of the Zone to Lorinthar.

7. MONSTER PEN: This huge cavern houses a great variety of captured beasts, which K'mar will either make minions or have processed into goods. The lone guard is able to keep the magically sedated creatures in line until K'mar determines their fate. Note: The secret waterfall passageway enters the fortress through the corridor at the top of the chamber.

8. K'MAR'S LAIR: This chamber is effectively sealed off from the rest of the fortress. The walls, ceiling and floor are magically reinforced; the only entrance is the double-doors, which K'mar eagerly waits for the PCs to cross. When the PCs enter the room, read the following:

You have entered an enormous chamber, over 100 feet long and at least 40 feet wide. At the back of the room, you can make out a swirling white vortex, which spirals 30 feet up to the ceiling. Lining the walls are ornate pillars crafted of red marble. Chained to several of these pillars are badly beaten and wounded creatures of varying sorts; each has K'mar's sigil imprinted on its body. One of them, a gargoyle that seems to be intrigued by the now pulsing Sigil of Location, immediately catches your eye.

Suddenly, you're aware that there is another pair of eyes set intensely fixed upon you. A gray, frail creature with long gangly arms and legs emerges from the shadows. Its bulbous black eyes stare you up and down. A sigil burns white-hot on its chest. The chained creatures recoil in fear, and in the still of the immense chamber you can hear their frightened whispers. "K'mar...K'mar..."

K'mar is not interested in negotiating; if the PCs don't initiate an attack, she will. Ideally, the PCs will attack first; in response, K'mar shapechanges into an elusive form, and the battle is underway. This should be a hard-fought battle that the PCs soon realize they have little hope of winning. They may get in a blow every now and then, but they won't be able to do enough damage to kill her.

Throughout the combat, K'mar continually changes form to thwart the PCs' attacks, and this is the key to defeating her. PCs who pay attention will notice that the vortex flickers every time K'mar changes form. This is because she is drawing energy from the Zone. If one of the PCs interrupts the flow of energy—by throwing something like a book, a piece of treasure or even a spray of maggots into the vortex while it is flickering—K'mar's tie to the vortex will be severed. Note that if a PC throws something into the vortex while K'mar is *not* shapechanging, the item will simply dissipate and K'mar will be unaffected. If a PC throws himself into the vortex, it's instant death—hey, look before you leap.






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K'mar knows the secret of the Exile Zone. Can you figure it out before it's too late?

If the PCs are getting whipped and seem to be totally clueless about discovering K'mar's weakness, you can have Hathord (the gargoyle) nudge them in the right direction. Once they defeat her, read the following:

The vortex flashes bright crimson, and you hear K'mar release a bellowing roar. You look at the creature to see it writhing it agony, caught between forms. The color of the vortex begins to deepen, and at the same time, you can see the life draining from K'mar. The ground begins to rumble, and pieces of the ceiling fall around the vortex, which seems to be running red with blood. In a sudden explosion of energy, the vortex shoots into the air, bringing the rocks above it crashing down.

At the same time you are knocked to the ground—not by the explosion, but by the convulsions in your body. Your form begins to morph and twist, as it did when you entered the Zone. The pain is seething, but you manage to maintain consciousness, and through a stream of uncontrollable tears, you can see K'mar transform into the crumpled form of a young woman.

She cries out in a feeble, broken voice. "Weak, helpless..." And with a dying scream she shrivels into a withered husk. Then it is over. You are able to rise to your feet—your human feet.

WRAP-UP

When K'mar dies, the magic of the Zone dissipates and everything, including the PCs and Hathord, returns to normal. If any of the PCs are wearing armor or clothes they purchased in Lorinthar, they are in for a rude awakening: These items are now made of human flesh.

Disoriented, Hathord will ask them what happened and then thank them for rescuing him. The PCs can take whatever actions they wish at this time, but all that remains of their mission is to return Diplomat Hathord to Lorinthar. Outside the fortress, chaos reigns among the disoriented humans who have no recollection of their transformation. The PCs, thanks to Xanalor's sigil, retain full memory. Beyond K'mar's keep, the Zone is eerily silent; there are no more monsters, and a strange stillness blankets the land. Xanalor will not be waiting for the PCs at edge of the zone, but it does not matter. There is no magic to prevent the PCs from leaving. When the PCs finally arrive at Lorinthar, read the following:

Even as you approach the city, you can tell things are not as they should be. There is no noise, no commotion. It is as if you are entering a ghost town. When you arrive at the city gates, it doesn't take long to figure out what has happened. In the shops, where there used to be fine clothes and armor, hang strips of human flesh. The roofs, which had been ornately tiled with mosaics of monster scales, are now draped only with human skin. Some of the buildings are crafted from bricks of bone, others are thatched from decaying tendons, muscles and sinews.

Most of the people have fled the city; those that remain have gone mad from the horror of their predicament. There is a man lying in the street, groaning as he rips at the human flesh that was once his armor. Another man is retching; an over-turned plate and its half-eaten contents are splayed on the ground.

As you come closer, you can see that one of the men in the street is Mayor Gaston. He stumbles towards you crying, "What have you done?"

The PCs can try and speak with Gaston, but it's pointless. He has completely lost all reason. He's trying to rationalize the horrors he has caused within Lorinthar, crying, "But they were criminals!" However, he is clearly consumed by guilt. The whole thing has turned him into a blathering idiot and it should be clear that any promised rewards will never materialize. If the PCs become stagnant, Diplomat Hathord offers suggestions.

All he wants to do is get away from the horror that Lorinthar has become. He proposes that if the PCs escort him back to Quaylen (about a week away), his king would be grateful and would surely reward the PCs—not only from saving Hathord from the Zone but also for preventing what could have been a nationwide disaster if Quaylen had opened trade with Lorinthar. What happens on the way to Quaylen (should the PCs accept the invitation) is up to you, but we'd recommend you give 'em a break.

FUTURE CAMPAIGN IDEAS

There are plenty of ways you can incorporate elements of this module into an ongoing campaign. The PCs may forge a new alliance with the kingdom of Quaylen. Perhaps, after giving them their reward, the King offers them another assignment. There are also several unanswered questions and issues from the adventure that can arise later in your campaign. For example:

- What happened to Xanalor? Answer: He fled as soon as all hell broke loose in Lorinthar. He knew what was happening and he didn't want to be around when the PCs came back. Now, he's off somewhere else, perhaps plotting revenge against the PCs for ruining his prosperous career.
- What happened to the real criminals who had been sent to the Zone? Sure, some of them were innocent, but a lot of the people that survived the Zone were bad people. What happens when you open the floodgates of a prison that big?
- Is the Exile Zone's magic really gone? The destruction of the vortex was possibly a temporary disruption in the Zone's field. Perhaps the Zone arises again and alters the area in another strange way.

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You've seen, and probably used, the durable plastic sleeves that UltraPro markets under the name Deck Protectors. But they're really *card* protectors, right? Now Rembrandt, the makers of the UltraPro storage line, sells a stack of 75 Deck Protector sleeves in a sturdy polypropylene box that actually protects your whole deck. Seems like they should call the box a "deck protector," but it's too late; the only decent name left was "Deck Boxes." Well... at least, it's descriptive. The boxes are more colorful than the name, with three different designs—Black Lotus, Jester's Cap and Greven il-Vec—that go for $7.98 to $8.98 apiece. Their flip-tops close with spiffy Velcro strips, and UltraPro says they won't crack like ordinary acrylic boxes. And don't forget, each box comes with 75 Deck Protectors. That still sounds wrong....

PRODUCT OF THE MONTH

Rembrandt's Deck Boxes

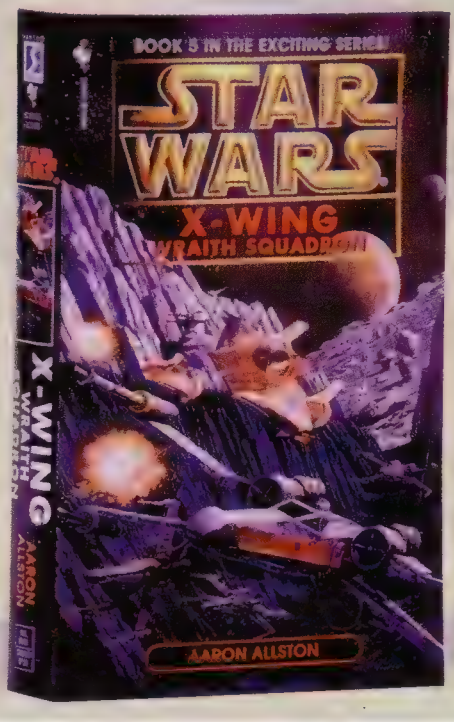


Photos: Paul Schindel

STEALTH X-WINGS?

You're in good company if you admire writer Aaron Allston, author of dozens of meaty gaming supplements for *AD&D*, *Champions*, *Car Wars* and *GURPS*, plus novels like *Doc Sidhe* and *Galatea in 2-D*. This month, Allston hits the bestseller lists with *Wraith Squadron*, his first of three licensed *X-Wing* novels, based on the mega-hit LucasArts computer games set in the *Star Wars* universe (Bantam Spectra, $5.99).

Allston got *Wraith Squadron* practically by accident; a Bantam editor pencilled him in as a possible author, resigned soon afterward, and the next editor assumed Allston was already writing the books. Imagine getting a call out of the blue: "So, have you finished writing that *Star Wars* novel yet?" Aaron took the job and, despite an incredibly tight deadline, came through. In *Wraith Squadron*, Wedge Antilles— stalwart hero of four other Michael Stackpole *X-Wing* novels—leads a covert action group of X-Wing pilots in a mission to take over an Imperial warship. Meanwhile, West End Games adapts Stackpole's original *X-Wing* quartet in the upcoming *Rogue Squadron Sourcebook* for *Star Wars: The Roleplaying Game*. Gee, who could they possibly get to adapt *Wraith Squadron*...?



DRAGONBALL GOES BLIND

You've already got Pioneer's *Dragonball Z Resurrection* stand-alone expansion for *Ani-Mayhem*, not to mention the *Dragonball Z* Playstation console game, posters, trading cards, action figures, T-shirts, flip-top wristwatch and hordes of videos with every episode of the high-action Japanese anime series. Let's see, you've covered your body, your bedroom walls and bedspread, the floor—gasp! Your window! It does not yet partake of the full *Dragonball Z* experience! You'll want the $34 *Dragonball Z* bamboo Venetian-style blind from Samurai USA. It features Goku, Gohan, Yamcha, Vegiita and three more Z fighters with names like mixed *Scrabble* tiles. Check www.samurai-anime.com for more information. Now if only you could dress up your dog....


Dragonball Z bamboo Venetian blind


Henry Higgenbotham's *Wraith* sculptures and jewelry

GHOSTLY GOODIES

And speaking of wraiths (you know, like *Wraith Squadron*...it's funny), if you're a player of White Wolf's *Wraith: The Oblivion* RPG, you may have been dismayed by the lack of cool doo-dads available for this game of passion and horror. Fret no more, deadboys and girls. Henry Higgenbotham's Wolf Totem studios has come to your rescue with a line of sculpted stuff for you to scarf. The picture shows the Arcanos magnets ($5 apiece), the Charon pin ($10) and both sides of the Wraith obolus ($10). All magnets are also available as pins and vice versa. Finally, for $25, you can hang the Wraith Key from your neck...if it's still attached. To reach Wolf Totem, check out their site at http://www.mindspring.com/~spigmoid/index.html.



Five B5 CDs

BABYLON 5: SAY IT WITH MUSIC

If you're running Chameleon Eclectic's *The Babylon Project* RPG, how do you simulate the "Babylon 5" TV show's atmosphere in your game sessions? Hire series creator J. Michael Straczynski to drop by and provide historical footnotes to your plots? Sorry, he's busy working 10 hours a day. Maybe you could spring for a Silicon Graphics workstation to create those cool CGI special effects. Sonic Images offers a far cheaper solution: five CDs of Christopher Franke's original music for "Babylon 5."

The company has already offered two album-length suites amalgamated from various episodes, but each of these new "episodic CDs" ($10.98 apiece) contains about 30 minutes of music from a single third-season show. So far they've released the music from the Hugo-award-winning "Severed Dreams," "Late Delivery from Avalon," "Walkabout," "Shadow Dancing" and, especially good for eerie horror adventures, "Z'Ha'Dum." All works are performed by the Berlin Symphonic Film Orchestra, with Alan Wagner conducting. For more info, e-mail sonicimages@sonicimages.com, or check the Web at www.sonicimages.com/b5. Less-wired customers can send a fax to 213-650-1016.

GO FISH!

When the stars are right and Great Cthulhu rises from his watery house in the sunken city of Rl'yeh... you're probably pretty hosed. But, if you put one of these nifty Cthulhu-fish on the bumper of your car or the back of your notebook, you might get eaten last. These 7 3/4" x 2" metallic stickers parody the popular "Darwin-fish" stickers, themselves a spoof on the Icthyos symbol used as a symbol of the Christian faith. (Talk about an inside joke.) If your local high priest is out of these gold or silver goodies, check your local game store; they retail for about three bucks. Otherwise, contact Chaosium directly at 510-547-7681.

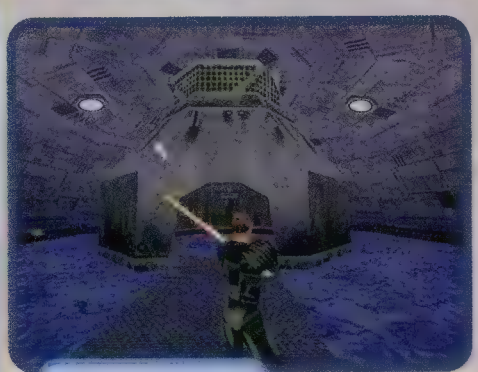


Cthulhu-fish

COMPUTER GAME OF THE MONTH

SITH YOU'VE BEEN GONE...





Mysteries of the Sith screens



In last fall's long-awaited *Jedi Knight* computer game, seven Dark Jedi villains became lightsaber fodder for hero Kyle Katarn. But five years later, the *Star Wars* computer game hero goes missing, and his budding apprentice, former Empire assassin Mara Jade, has to find him—in the catacombs beneath a temple of the Sith. You know, as in Dark Lord of the Sith? As in Darth Vader?

Mysteries of the Sith, March's add-on scenario disk for *Jedi Knight*, puts Mara through 14 new scenarios of single-player hell. Her new weapons include a carbonite pellet gun (similar to the Freeze Ray in *Duke Nukem 3D*), a stationary repeating blaster cannon, a long-range electroscope, a seeker rail detonator, a flash bomb and the BlasTech DL-44 heavy blaster pistol (Han Solo's favorite). Mara also grows wise in the ways of the Force, with new powers like Force Push, Chain Lightning, Lightsaber Throw, Force Projection and Far Sight. And who's she fighting? Name it: a Hutt crimelord, pirate raiders, dianogas, swamp wampas, Imperial torture droids, undead Sith warriors and the Rancor.

Deathmatch players get 10 new sites for wholesale butchery of their friends, including classic locales like Cloud City, a carbon-freeze chamber and the Imperial Throne Room. Players can look like a Jedi, Imperial soldier, stealthy scout or Boba Fett. Five more multi-player levels link in a contest called "Kill the Fool with the Ysalamiri." To score points with the next Star Wars trivia fan you meet, mention that an ysalamiri is a small salamander-like creature capable of deterring the Force within a ten-meter radius. The price of *Mysteries of the Sith* was not set at press time, but check www.lucasarts.com for the latest.

SAY, YOU'RE ROLLING WELL TODAY

"I speak the guard's language because of my 18 Intelligence, so I'll charm him with my 18 Charisma. Then, when he's not looking, I'll climb the wall with my 18 Dexterity and break through the window with my 18 Strength." Clearly, this gamer has already discovered Koplow's *Character Builders* dice. Have you? Guaranteed to roll a six every time, each weighted 18mm die comes in red, green or black (sets of three, $5.98) from Koplow Games, 369 Congress St., Boston, MA 02210; call Customer Service at 1-800-899-0711 for a catalog. But watch out if your gamemaster discovers your Character Builders. He'll make you use 'em in *Champions* or *GURPS* where a roll of 18 blows your attack.



Koplow dice

HATCHLINGS FOR EVERYONE!

Your party creeps along the shadowed cavern passage toward the dragon's hoard. You peek around the corner, and amid your puny little lead figurines, the gamemaster suddenly drops a bendable rubber Alien Hatchling from last fall's "Alien Resurrection" movie. Eeee-yaaah! These Chestburster and Facehugger toys ($10.25 each) would give small children nightmares, but at 25mm scale they loom as large and menacing as any dragon in your fantasy RPG. And they're a fraction (okay, a large fraction) of the cost of lead figures. Check out the nasty newborns at the Hasbro Web site, www.hasbro.com.


"Alien Resurrection" Chestbuster and Facehugger

STOP PLAYING WITH YOURSELF

What sight saddens more than a gamer without opponents? Okay, hundreds of sights sadden more. But the point is lonely fans of Jolly Games' *Wiz-War* and Pinnacle's *Fields of Honor* miniatures game should soon find plenty of opposition over the Internet. Adventure Online Gaming is preparing online adaptations of these games using innovative tools that work through any standard Java-enabled Web browser, without need for special software. These computer versions are exact translations, so when a *Wiz-War* player in Wyoming plays his Wall of Thorns onscreen, you'll groan just as if the card hit your own table.

It's free for now, so see how it works at the AOG Web site, www.gameworld.com. Right now, all it offers is a funny card game of backbiting office politics, *Lord of the Cubicles*, along with Spades and Solitaire. (Whoop-de-doo.) But AOG licensing manager Greg Gorden (designer of *Cubicles* and the *Earthdawn*, *TORG* and *DC Heroes* RPGs) says *Wiz-War* should come online by March, with *Fields of Honor* to follow in late summer. The Web site also announces plans to adapt Daedalus Entertainment's *Shadowfist* and *Feng Shui*.


Wiz-War game set



Lords of the Cubicles game cards

WE WANT YOUR GOODIES

Want your gaming-related merchandise featured in "Treasure Chest"? Don't just stand there nodding, package up a copy and send it to us. If it's good and we like it, you'll see it in these pages. Send the loot to:

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CONTEST

Dragon*Con and White Wolf present:

THE "SLAVE FOR A DAY" Contest



Art courtesy of White Wolf Game Studio

THIS CONTEST IS SPONSORED BY WHITE WOLF AND DRAGON*CON, THE REAL MASTERS OF THE UNIVERSE.

WHITE WOLF INCORPORATED

DRAGON*CON

www.dragoncon.org

Wanna win a free trip to Dragon*Con? Wake up, chummo! There ain't no such thing as free. If you want to go, you're gonna have to work for it. And the price is one day of slavery at the White Wolf booth. That means getting coffee, throwing out trash, cleaning out the werewolf pens—whatever they ask. They may even loan you out to work at the *InQuest* booth. On the plus side, if you're really good, we may feed you.

To enter, tell us in 50 words or less why you would make a good slave for a day. We'll pick the best entry based on whatever we darn well want. And you'll like it!

GRAND PRIZE (1):

One obedient fool gets a free trip to the greatest show on earth, Dragon*Con, September 3-6, 1998, at the Atlanta Apparel Mart and Hyatt Regency Atlanta, three nights at a hotel and a three-day pass to the show!

Fill this out, attach your entry, put it in an envelope and send to:
"SLAVE FOR A DAY" CONTEST
C/O INQUEST,
P.O. BOX 118, CONGERS, NY 10920-0118.
Deadline is April 30, 1998.

Obey This Law

ENTRY FORM

THE "SLAVE FOR A DAY" CONTEST

DEADLINE IS APRIL 30, 1998.

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Phone Number (with area code) _____ E-mail address _____

Did you attach your entry?

CARDSTOCK

Tracking trends in the card game market

Welcome as always to "Cardstock," where the women are strong and the men are (literally) barbarians. I'm Lars Pearson, *InQuest* price guide manager and the most Norwegian man in the gaming industry.

A quick note needs to be made about the recently-released ***First Contact* (*Star Trek*)**. It's gotten rave reviews and shown nice, clean increases, but take notice that the excitement is mostly among the major cast members. The good news is cards like **Jean-Luc Picard**, **Data** and **Geordi LaForge** should keep going up since you'd have to be a brainless tribble to play *Star Trek* and not use them. But in time, the rest of the expansion might stagnate. We'll have to wait and see.

Beyond that, the news this month is ***Tempest***, *Tempest*, *Tempest*. It's easily the hottest *Magic* set right now, with mucho price increases. But beware: *Magic*'s upcoming ***Stronghold*** expansion will, of course, immediately trump *Tempest* as the set to get. That means that the now-zooming *Tempest* will likely level out and possibly go down. Oof.

Still, here's a short list of extremely useful *Tempest* cards that might not drop too much under any scenario. Heck, they could even show increases:

• **Cursed Scroll**—One of the hottest cards right now. Simply put, you name a card and your opponent has to choose one from your hand. If he or she draws the card you name, two damage is meted out to target creature or player. Yowza! Now, if you want to be—and this is a technical term—a "sly bastard," the best idea is to get yourself down to one card when unleashing this baby. That way, the odds of your nemesis choosing the correct one kinda increases. And for the three generic mana it costs to use this spell, the price is rather cheap.

• **Eladamri's Vineyard**—As a low-casting enchantment, this card really speeds up green decks. If your opponent isn't playing green, they'll be forced to use two green mana every turn to avoid mana burn. Unpleasant, to say the least.

• **Earthcraft**—Tap a creature to untap a land. That's the beauty of Earthcraft. In combination with a Sacred Mesa or Goblin Warrens, this can become an infinite creature generator. Yea-woo! Free warning, though: If your opponent ever casts Earthcraft, expect him to be playing a Mesacraft deck and counter it or disenchant it as soon as possible.

• **Wasteland**—With the restriction of Strip Mine, this card has become the *choice de resistance* for land destruction among Type I and Type II players. Even though you have to sacrifice Wasteland, the devastation to nonbasic lands is absolute.

• **Sapphire Medallions**—Those pesky Medallions. Players can't decide if they're worth their weight in salt, but one thing is clear: Sapphire Medallions have been enjoying a renaissance. All Medallions make spells cheaper, but with blue cards, this is especially useful. Blue mages need to save mana so they can cast counterspells. Wily players can also use the Sapphires to take advantage of buyback spells like Capsize and Whispers of the Muse.

Beyond *Tempest*, there is one *Magic* item of note. The Extended tournament format has really started to gain ground, meaning that it's possible, let me stress *possible*, that several out-of-print cards will become popular on the singles market. After all, Extended allows for cards from Revised and every expansion after it, including *The Dark* and *Tempest*. It's a little too early to do more than speculate which cards will gain in popularity, but stay tuned.

That's all for this month. Stay good, and in the words of Abraham Lincoln, "Whenever (I) hear anyone arguing for slavery, I feel a strong impulse to see Spirit Shackle tried on him personally."

PRICE GUIDE CONTRIBUTORS

A & S Comics in North Bergen, NJ; Adventures in Comics & Games in Carmichael, CA; All About Books & Comics V in Tempe, AZ; All American Comics in St. Louis, MO; All Pro Sports in Newark, DE; American Comics & Cards in Chattanooga, TN; Augusta Comics & Cards in Carmel, IN; Austin Books in Austin, TX; Barry's Collectors Corner in Grand Forks, ND; Bob's Hobbies in Springfield, MA; A Book Deal in Roswell, GA; Book & Music Exchange in Louisville, KY; Books, Comics & Things in Ft. Wayne, IN; Books Galore in Erie, PA; Brainstorm Comics in Frederick, MD; Brandywine in West Chester, PA; Broadway Comics in Valrico, FL; Card & Comic Arcade in New York, NY; Card & Comic Empire in Huntzville, AL; The Card & Comic Shop in Port Lavaca, TX; Cards, Coins & Collectibles in Monroe, LA; Cards & Comics, Inc. in Twinsburg, OH; Castle Archon in Erie, PA; Castle Comics in Portsmouth, OH; Chimera Comics & Cards in Fond Du Lac, WI; Classic Comics in San Angelo, TX; Claude's Comics in Hatboro, PL; Coastside Comics in Pacifica, CA; Collector's Choice in Athens, TN; Collector's Lair in Lynchburg, VA; Collector's World in Anderson, IN; Comic City in San Diego, CA; Comic Cubicle in Williamsburg, VA; Comic Dreams in Manteca, CA; Comic Dungeon in Riverside, CA; The Comic Shop in Fairbanks, AR; The Comic Shop in Garden City, KS; Comics on Parade in Santa Barbara, CA; Comic Town in Reynoldsburg, OH; Comic World, Inc. in Stafford VA; Comics Warehouse in Albuquerque, NM; Comics & Comix Inc. in Rocklin CA; Comics Inc. in Fayetteville, NC; Comically Speaking in Maynard, MaA; DR Comics & MR Games in Oakland, CA; Daddy's Toys in McHenry, IL; Discount Hobby in Kalamazoo, MI; Dover Cards & Comics in Dover, NH; Dragon's Lair in Austin, TX; The Dragon's Lair in West Springfield, MA; Dreamscape Comics in Easton, PA; Dugout Sportscards in Corpus Christi, TX; Eagle Hill in Presque Isle, ME; Fantasy Factory in Dalton, GA; Fantasy Works Comics in Aurora, CO; Fantasy Zone Comics in North Kingstown, RI; Fiction Comics in Porterville, CA; Front Row in Severne Park, MD; Gallop's Comics & Games in Statesboro, GA; Game-Alot in Santa Cruz, CA; Games, Crafts, Hobbies & Stuff in Overland, MO; Games Plus in Woodinville, WA; Gator Country Cards & Comics in Gainesville, FL; Golden Comics in Action, MA; Golden State in Sebastapol, CA; The Great Escape in Louisville, KY; Gridiron Comics & Games in Manchester, CT; Hansen's Hobbies in Wilmette, IL; Harvey's Sports and Comics in West Harvey, CT; Heroes and Fantasies in San Antonio, TX; High Five Sport Cards in Fremont, CA; Hobby Center in Hattiesburg, MS; Hobbytown USA in Las Vegas, NV; Home Field Inc. in Portland, OR; Jennings Collectibles in Huntsville, AL; Key's Games & Hobbies in Moline, IL; La Jolla Sportscards in La Jolla, CA; Legacy Comics & Cards in Colorado Springs, CO; Leisure Hours Hobbies in Joliet, IL; Lion & Unicorn in Hoover, AL; M&M Sports Cards and Comics in Cedar Rapids, IN; Meridian Cards & Comics in San Jose, CA; Mission Games in Mission, British Columbia, Canada; Nostalgia Ink in Jackson, MI; Oak Leaf Comics in Cedar Falls, IA; Odin's Cosmic Bookshelf in Lilburn, Ga. and Stone Mountain, GA; Outer Limits in Clifton, NJ; Paul & Judy's in Arthur, IL; Paper Heroes in Killeen, TX; Pee Wee Comics in Canoga Park, CA; Premier Collectibles in Greenwood, IN; R & B Newsstand Co. in Bowling Green, OH; Sean's Locker Room in Somerset, PA; Shahrazad Games in Lexington, KY; Shinder's in Minneapolis, MN; Sidelines in Dayton, TN; Slam Dunk in Oceans Springs, MS; S-N-S Collectibles in Lake Ridge, VA; Source Comics & Games in St. Paul, MN; Tabletop Game & Hobby in Lenexa, KS; Texas Game Co. in Allen, TX; The Time Tunnel in Statesville, NC; Thunderation Comics in Henderson, NV; Titan Games and Comics III in Smyrna, GA; TJ's in Middletown, NY; Troll and Toad in Keavy, KY; WarGames & Fantasy in Metairie, LA; Who's on First in Westhaven, CT; Wizard World in Nanuet, NY; Yong & Dell's Sports Cards in Lacey, WA; The Zone in Louisville, KY

WHAT'S HOT



FIRST CONTACT

Expansion set gets rave reviews, major cast members show healthy increases. Expect uphill slopes among key cards in future.



HOTH & DAGOBAH

As *Star Wars' Cloud City* expansion gains steam, *Hoth* and *Dagobah* sets freeze over. This month, continued huge hits among rares such as You Will Go to Dagobah.

WHAT'S NOT

INQUEST price guide

ALPHA LIMITED

WIZARDS OF THE COAST- 1993

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

Full Set (295 cards)	$3,600.00
Starter Deck (60 cards)	225.00
Starter Box (10 decks)	1,900.00
Booster Pack (15 cards)	125.00
Booster Box (36 packs)	3,500.00

All unlisted cards are 80 % of Beta value.
Alpha errors are worth 125 % of Beta value.

Orcish Artillery	8.00
Orcish Oriflamme	15.00

BETA LIMITED

WIZARDS OF THE COAST- 1993

Beta cards are black-bordered.

Full Set (302 cards)	3,400.00
Starter Deck (60 cards)	225.00
Starter Box (10 decks)	2,000.00
Booster Pack (15 cards)	125.00
Booster Box (36 packs)	3,300.00
Unlisted Commons	.75

- Air Elemental 4.00
- ★ Ancestral Recall 165.00
- Animate Artifact 3.00
- Animate Dead 3.00
- ☆ Animate Wall 6.00
- ★ Ankh of Mishra 10.00
- ☆ Armageddon 33.00
- ★ Aspect of Wolf 11.00
- ★ Bad Moon 18.00
- ★ Badlands 42.00
- ☆ Balance 30.00
- Basalt Monolith 8.00
- ★ Bayou 42.00
- Berserk 38.00
- ★ Birds of Paradise 35.00
- Black Knight 5.50
- ★ Black Lotus 360.00
- Black Vise 9.00
- Black Ward 2.00
- ☆ Blaze of Glory 40.00
- ☆ Blessing 12.00
- Blue Elemental Blast 1.00
- Blue Ward 2.00
- Bog Wraith 3.00
- ★ Braingeyser 25.00
- Burrowing 2.00
- Camouflage 10.00
- Castle 2.00
- Celestial Prism 2.00
- Channel 2.00
- ★ Chaos Orb 75.00
- ★ Chaoslace 5.00
- ❑ Circle of Protection: Red 1.00
- ❑ Circle of Protection: White 1.00
- ★ Clockwork Beast 7.00
- Clone 15.00
- ★ Cockatrice 10.00
- Consecrate Land 16.00
- Conservator 2.00
- ★ Contract from Below 8.00
- Control Magic 5.00
- Conversion 2.00
- Copper Tablet 15.00
- ★ Copy Artifact 20.00
- Counterspell 14.00
- ☆ Crusade 22.00
- Crystal Rod 2.00
- Cursed Land 2.00
- ★ Cyclopean Tomb 62.00
- Dark Ritual 4.00
- ★ Darkpact 8.00
- Deathgrip 2.50
- ★ Deathlace 5.00
- ★ Demonic Attorney 8.00
- ★ Demonic Hordes 18.00
- Demonic Tutor 22.00
- ★ Dingus Egg 9.00
- ❑ Disenchant 4.50
- Disintegrate 3.00
- ★ Disrupting Scepter 22.00
- Drain Life 2.00
- Dragon Whelp 4.00
- ★ Drain Power 9.00
- Dwarven Demolition Team 8.00
- Earth Elemental 2.50
- Earthbind 1.50
- ★ Earthquake 13.00
- ★ Elvish Archers 12.00
- Evil Presence 2.25
- False Orders 5.00
- ☆ Farmstead 8.00



TOP 10 HOTTEST CARDS

10) Reflecting Pool

Everybody into the Pool! Okay, maybe it's still a little too cold in most places to start swimming again, but *Magic* players have been diving after these *Tempest* lands that produce any color of mana that your lands can generate.

- ★ Fastbond 18.00
- Feedback 2.00
- Fire Elemental 3.00
- Fireball 4.50
- Flashfires 2.50
- ★ Force of Nature 20.00
- ★ Forcefield 115.00
- ★ Fork 38.00
- ★ Fungusaur 10.00
- ★ Gaea's Liege 12.00
- ★ Gauntlet of Might 118.00
- Giant Growth 2.50
- Glasses of Urza 2.00
- Gloom 3.00
- Goblin Balloon Brigade 2.00
- ★ Goblin King 15.00
- ★ Granite Gargoyle 15.00
- Green Ward 2.00
- ❑ Guardian Angel 1.50
- ★ Helm of Chatzuk 7.00
- ★ Hive, The 10.00
- ★ Howling Mine 26.00
- Hurricane 3.00
- Hypnotic Specter 16.50
- Ice Storm 30.00
- Icy Manipulator 48.00
- ★ Illusionary Mask 48.00
- Instill Energy 2.00
- Invisibility 7.00
- Iron Star 2.50
- ☆ Island Sanctuary 7.00
- Ivory Cup 2.00
- ★ Jade Monolith 7.00
- Jade Statue 20.00
- ★ Jayemdae Tome 28.00
- Juggernaut 8.00
- Karma 4.00
- Keldon Warlord 3.50
- ★ Kormus Bell 8.00
- ★ Kudzu 8.00
- Lance 3.50
- Ley Druid 2.00
- Library of Leng 2.50
- ★ Lich 55.00
- Lifeforce 2.25
- ★ Lifelace 6.00
- Lifetap 2.25
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- ★ Living Artifact 7.00
- ★ Living Lands 4.00
- Living Wall 4.00
- Llanowar Elves 2.00
- ★ Lord of Atlantis 16.00
- ★ Lord of the Pit 20.00
- Lure 2.50
- ★ Magical Hack 11.00
- ★ Mahamoti Djinn 24.00
- ★ Manabarbs 7.00
- ★ Mana Flare 18.00
- ★ Mana Short 12.00
- ★ Mana Vault 18.00
- ★ Meekstone 10.00
- ★ Mind Twist 7.50
- ★ Mox Emerald 190.00
- ★ Mox Jet 190.00
- ★ Mox Pearl 190.00



TOP 10 HOTTEST CARDS

9) Sapphire Medallion

Medallions may seem inferior to colorless mana generators, but adding the equivalent of one generic mana to every spell you cast isn't an ability to take lightly. The Sapphire one is particularly prized; blue mages can be stingy when it comes to casting those counterspells.

- ★ Mox Ruby 190.00
- ★ Mox Sapphire 190.00
- ★ Natural Selection 38.00
- ★ Nether Shadow 8.00
- Nettling Imp 5.50
- ☆ Nevinyrral's Disk 35.00
- ★ Nightmare 28.00
- ☆ Northern Paladin 12.00
- Obsianus Golem 2.00
- Orcish Artillery 2.00
- Orcish Oriflamme 2.00
- ★ Paralyze 1.00
- ☆ Personal Incarnation 8.00
- ★ Pestilence 2.00
- Phantasmal Forces 2.00
- Phantom Monster 2.00
- ★ Pirate Ship 9.00
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- Psionic Blast 32.00
- ☆ Purelace 3.50
- ★ Raise Dead 1.50
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- Red Ward 2.00
- Regrowth 14.00
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- ★ Rock Hydra 20.00
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- ☆ Savannah Lions 18.00
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- ★ Scrubland 40.00
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- ☆ Serra Angel 24.00
- Shatter 1.00
- ★ Shivan Dragon 58.00
- Simulacrum 2.50
- ★ Sinkhole 14.00
- Siren's Call 2.00
- ★ Sleight of Mind 12.00
- ★ Smoke 8.00
- Sol Ring 25.00
- Soul Net 3.00
- ★ Spell Blast 3.00
- ★ Stasis 15.00
- Steal Artifact 2.50
- Stone Giant 2.00
- ★ Stone Rain 3.00
- ★ Sunglasses of Urza 9.00
- ☆ Swords to Plowshares 14.00
- ★ Taiga 42.00
- ★ Terror 1.50
- Thicket Basilisk 3.00
- ★ Thoughtlace 4.00
- Throne of Bone 2.00
- ★ Timber Wolves 9.00
- ★ Time Vault 70.00
- ★ Time Walk 240.00
- ★ Timetwister 145.00
- ★ Tropical Island 42.00
- Tsunami 1.50
- ★ Tundra 42.00
- Tunnel 1.00
- ★ Two-Headed Giant of Foriys 50.00
- ★ Underground Sea 42.00
- Uthden Troll 2.50
- ★ Verduran Enchantress 8.00
- ★ Vesuvan Doppelganger 37.00
- ☆ Veteran Bodyguard 16.00
- ★ Volcanic Eruption 9.00
- ★ Volcanic Island 42.00
- Wall of Air 2.00
- Wall of Bone 1.50
- Wall of Brambles 2.00
- Wall of Fire 2.00
- Wall of Ice 2.00
- Wall of Stone 1.50
- ❑ Wall of Swords 2.00
- Wall of Water 2.00
- Wanderlust 2.00
- ★ Warp Artifact 6.00
- Water Elemental 2.00
- ★ Web 8.00
- ★ Wheel of Fortune 28.00
- ❑ White Knight 6.00
- ❑ White Ward 2.00
- ★ Will-O'-The-Wisp 22.00
- ★ Winter Orb 20.00
- Wooden Sphere 2.00
- ★ Word of Command 65.00
- ☆ Wrath of God 40.00
- ★ Zombie Master 10.00

UNLIMITED EDITION

WIZARDS OF THE COAST- 1994

Cards are white-bordered but otherwise identical to Beta cards.

Full Set (302 cards)	$2,350.00
Starter Deck (60 cards)	195.00
Starter Box (10 decks)	1,850.00
Booster Pack (15 cards)	110.00
Booster Box (36 packs)	2,750.00
Unlisted Commons	.50

- Air Elemental 1.50
- ★ Ancestral Recall 160.00
- Animate Artifact 1.00
- Animate Dead 1.00
- ☆ Animate Wall 3.00
- ★ Ankh of Mishra 3.50
- ☆ Armageddon 9.00
- ★ Aspect of Wolf 4.50
- ★ Bad Moon 7.00
- ★ Badlands 20.00
- ☆ Balance 6.00
- Basalt Monolith 3.00
- ★ Bayou 20.00
- Berserk 35.00
- ★ Birds of Paradise 8.00
- Black Knight 2.00
- ★ Black Lotus 295.00
- Black Vise 2.00
- ❑ Black Ward .75
- ☆ Blaze of Glory 33.00
- ☆ Blessing 5.50
- ❑ Blue Ward .75
- Bog Wraith 1.00
- ★ Braingeyser 13.00
- Burrowing .75
- Camouflage 7.00

Magic: The Gathering is a registered trademark of Wizards of the Coast Inc.

Key

ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

IQ price guide

- Castle .75
- Celestial Prism 1.00
- Channel 1.00
- Chaos Orb 50.00
- Chaoslace 2.00
- Clockwork Beast 3.00
- Clone 10.00
- Cockatrice 6.00
- Consecrate Land 12.00
- Conservator .75
- Contract from Below 4.00
- Control Magic 2.00
- Conversion 1.00
- Copper Tablet 8.00
- Copy Artifact 10.00
- Counterspell 2.50
- Crusade 8.00
- Crystal Rod .75
- Cursed Land 1.00
- Cyclopean Tomb 52.00
- Darkpact 4.00
- Deathgrip .75
- Deathlace 2.00
- Demonic Attorney 5.00
- Demonic Hordes 16.00
- Demonic Tutor 7.00
- Dingus Egg 5.00
- Disrupting Scepter 3.50
- Dragon Whelp 2.00
- Drain Power 5.00
- Dwarven Demolition Team 7.00
- Earth Elemental 1.00
- Earthbind 1.00
- Earthquake 6.00
- Elvish Archers 4.00
- Evil Presence .75
- False Orders 4.00
- Farmstead 5.00
- Fastbond 6.00
- Feedback 1.00
- Fire Elemental 1.00
- Flashfires 1.00
- Force of Nature 10.00
- Forcefield 95.00
- Fork 25.00
- Fungusaur 7.00
- Gaea's Liege 8.00
- Gauntlet of Might 95.00
- Glasses of Urza .75
- Gloom 1.00
- Goblin Balloon Brigade 1.00
- Goblin King 8.00
- Granite Gargoyle 10.00
- Green Ward .75
- Guardian Angel .50
- Helm of Chatzuk 3.00
- Hive, The 4.00
- Howling Mine 8.50
- Hurricane .75
- Hypnotic Specter 3.00
- Ice Storm 20.00
- Icy Manipulator 35.00
- Illusionary Mask 32.00
- Instill Energy .75
- Invisibility 6.00
- Iron Star 1.00
- Island Sanctuary 4.00
- Ivory Cup .75
- Jade Monolith 3.00
- Jade Statue 16.00
- Jayemdae Tome 6.00
- Juggernaut 6.00
- Karma 1.00
- Keldon Warlord 1.50
- Kormus Bell 3.00
- Kudzu 5.00
- Lance 2.50
- Ley Druid .75
- Library of Leng .75
- Lich 45.00
- Lifeforce 1.00
- Lifelace 2.00
- Lifetap 1.00
- Living Artifact 3.00
- Living Lands 3.00
- Living Wall 4.00
- Lord of Atlantis 6.00
- Lord of the Pit 9.00
- Lure .75
- Magical Hack 5.00
- Mahamoti Djinn 8.00
- Mana Flare 7.00
- Mana Short 4.00
- Mana Vault 5.00
- Manabarbs 4.00
- Meekstone 5.00
- Mind Twist 5.00
- Mox Emerald 165.00
- Mox Jet 165.00
- Mox Pearl 165.00
- Mox Ruby 165.00
- Mox Sapphire 165.00
- Natural Selection 30.00
- Nether Shadow 4.00
- Nettling Imp 3.00
- Nevinyrral's Disk 10.00
- Nightmare 9.00
- Northern Paladin 8.00
- Obsianus Golem 1.00
- Orcish Artillery 1.00
- Orcish Oriflamme 1.00
- Personal Incarnation 4.00
- Phantasmal Forces .75
- Phantom Monster .75
- Pirate Ship 4.00
- Plateau 26.00
- Power Surge 3.00
- Psionic Blast 26.00
- Purelace 2.00
- Raging River 38.00
- Red Ward .75
- Regrowth 4.00
- Resurrection 2.00
- Reverse Damage 5.00
- Righteousness 5.00
- Roc of Kher Ridges 10.00
- Rock Hydra 12.00
- Rod of Ruin .75
- Royal Assassin 14.00
- Sacrifice 2.00
- Savannah 20.00
- Savannah Lions 6.00
- Scavenging Ghoul 1.00
- Scrubland 20.00
- Sedge Troll 10.00
- Sengir Vampire 4.50
- Serra Angel 7.00
- Shivan Dragon 21.00
- Simulacrum .75
- Sinkhole 11.00
- Siren's Call 1.00
- Sleight of Mind 4.00
- Smoke 4.00
- Sol Ring 9.00
- Soul Net .75
- Stasis 4.00
- Steal Artifact .75
- Stone Giant 1.00
- Sunglasses of Urza 4.00
- Swords to Plowshares 2.00
- Taiga 20.00
- Thicket Basilisk 1.50
- Thoughtlace 2.00
- Throne of Bone .75
- Timber Wolves 4.00
- Time Vault 58.00
- Time Walk 185.00
- Timetwister 120.00
- Tropical Island 20.00
- Tsunami .75
- Tundra 20.00
- Tunnel .75
- Two-Headed Giant of Foriys 45.00
- Underground Sea 20.00
- Uthden Troll 1.00
- Verduran Enchantress 4.00
- Vesuvan Doppelganger 22.00
- Veteran Bodyguard 9.00
- Volcanic Eruption 4.00
- Volcanic Island 20.00
- Wall of Air .75
- Wall of Bone .75
- Wall of Brambles .75
- Wall of Fire .75
- Wall of Ice .75
- Wall of Stone .75
- Wall of Swords 1.25
- Wall of Water .75
- Wanderlust .75
- Warp Artifact 2.00
- Water Elemental .75
- Web 3.00
- Wheel of Fortune 14.00
- White Knight 1.25
- White Ward .75
- Will-O'-The-Wisp 7.00
- Winter Orb 6.00
- Wooden Sphere .75
- Word of Command 40.00
- Wrath of God 9.00
- Zombie Master 5.00

REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards) $300.00
Starter Deck (60 cards) 25.00
Starter Box (10 decks) 210.00
Booster Pack (15 cards) 8.50
Booster Box (36 packs) 250.00
All unlisted cards are worth the same as Unlimited.

- Aladdin's Lamp 3.00
- Aladdin's Ring 2.00
- Armageddon Clock 2.00
- Badlands 16.00
- Basalt Monolith 2.50
- Bayou 16.00
- Birds of Paradise 8.00
- Bottle of Suleiman 2.50



TOP 10 HOTTEST CARDS

8) Tempest Pain Lands

The return of off-color multilands had lots of old school *Magic* players cheering. Sure, you weren't going to find a Tropical Island or a Bayou in your next booster pack, but cards like Skyshroud Forest make useful—if painful—substitutes. For those who won't compromise, zip over to #2.

- Brass Man 1.00
- Clone 7.00
- Contract From Below 3.00
- Crumble 1.00
- Dancing Scimitar 3.00
- Demonic Attorney 3.00
- Demonic Hordes 12.50
- Demonic Tutor 5.00
- Desert Twister 1.50
- Dragon Engine 2.00
- Dwarven Weaponsmith 1.50
- Ebony Horse 2.00
- El-Hajjaj 4.00
- Energy Flux .50
- Eye for an Eye 3.75
- Flying Carpet 3.50
- Hurkyl's Recall 3.00
- Island Fish Jasconius 3.00
- Jandor's Ring 4.00
- Jandor's Saddlebags 2.00
- Kird Ape 1.00
- Magnetic Mountain 3.00
- Mijae Djinn 6.00
- Millstone 7.00
- Mishra's War Machine 3.00
- Onulet 2.00
- Ornithopter .50
- Plateau 16.00
- Primal Clay 7.00
- Rack, The 1.50
- Rocket Launcher 5.00
- Savannah 16.00
- Scrubland 15.00
- Serendib Efreet 9.00
- Shatterstorm 2.00
- Sol Ring 6.00
- Sorceress Queen 5.00
- Taiga 16.00
- Titania's Song 3.00
- Tropical Island 16.00
- Tundra 16.00
- Underground Sea 16.00
- Volcanic Island 16.00

FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set (378 cards) $250.00
Starter Deck (60 cards) 9.95
Starter Box (10 decks) 80.00
Booster Pack (15 cards) 3.50
Booster Box (36 packs) 90.00
Unlisted Commons .15
Unlisted Uncommons .50

- Air Elemental 1.00
- Aladdin's Lamp 3.00
- Aladdin's Ring 3.50
- Angry Mob 1.00
- Animate Dead .75
- Animate Wall 2.00
- Ankh of Mishra 3.00
- Armageddon 7.00
- Armageddon Clock 3.00
- Ashes to Ashes 1.00
- Aspect of Wolf 3.00
- Bad Moon 7.00
- Balance 4.00
- Ball Lightning 9.00
- Birds of Paradise 7.00
- Black Mana Battery 3.00
- Blessing 4.50
- Blue Mana Battery 2.00
- Bottle of Suleiman 2.50
- Brass Man 1.00
- Bronze Tablet 2.00
- Carrion Ants 3.00
- Chaoslace 1.50
- Circle of Protection: Artifact 2.00
- Clockwork Avian 4.00
- Clockwork Beast 3.00
- Cockatrice 4.50
- Colossus of Sardia 5.00
- Control Magic 1.00
- Coral Helm 2.00
- Cosmic Horror 3.00
- Counterspell 1.00
- Crimson Manticore 3.00
- Crusade 6.00
- Cursed Land 1.00
- Dancing Scimitar 3.00
- Deathlace 2.00
- Dingus Egg 4.00
- Disrupting Scepter 4.00
- Divine Transformation 1.50
- Dragon Engine 1.50
- Dragon Whelp 2.00
- Drain Power 4.50
- Earthquake 6.00
- Ebony Horse 1.00
- El-Hajjaj 4.00
- Elder Land Wurm 4.00
- Elvish Archers 4.00
- Eye for an Eye 3.00
- Fellwar Stone 2.00
- Flying Carpet 3.00
- Force of Nature 6.50
- Fungusaur 3.00
- Gaea's Liege 4.00
- Goblin King 4.00
- Greed 3.00
- Green Mana Battery 2.00
- Helm of Chatzuk 2.00
- Hive, The 3.75
- Howling Mine 8.00
- Hurkyl's Recall 2.00
- Hurr Jackal 2.00
- Hypnotic Specter 3.00
- Inferno 4.00
- Instill Energy 1.00
- Island Fish Jasconius 2.50
- Island Sanctuary 3.00
- Ivory Tower 5.50
- Jade Monolith 2.00
- Jandor's Saddlebags 2.00
- Jayemdae Tome 5.00
- Junun Efreet 2.00

key

ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

- Keldon Warlord 1.00
- Killer Bees 3.00
- Kismet 1.50
- Kormus Bell 2.00
- Land Tax 5.00
- Leviathan 5.50
- Lifelace 2.00
- Living Artifact 2.50
- Living Lands 2.00
- Lord of Atlantis 5.25
- Lord of the Pit 5.00
- Magical Hack 4.00
- Magnetic Mountain 2.00
- Mahamoti Djinn 7.50
- Mana Clash 3.00
- Mana Flare 5.50
- Mana Short 4.00
- Mana Vault 3.00
- Manabarbs 3.00
- Meekstone 4.00
- Millstone 6.00
- Mind Twist 4.00
- Mishra's Factory 5.00
- Mishra's War Machine 2.00
- Nether Shadow 3.00
- Nevinyrral's Disk 7.00
- Nightmare 9.00
- Northern Paladin 5.00
- Onulet 2.00
- Personal Incarnation 4.00
- Pirate Ship 2.50
- Power Surge 2.50
- Primal Clay 2.00
- Psionic Entity 3.00
- Purelace 2.00
- Rack, The 1.00
- Radjan Spirit 1.00
- Rag Man 3.00
- Rebirth 2.00
- Red Mana Battery 2.00
- Reverse Damage 4.00
- Righteousness 3.50
- Royal Assassin 10.00
- Savannah Lions 5.00
- Sengir Vampire 4.00
- Serra Angel 6.00
- Shapeshifter 1.00
- Shivan Dragon 14.00
- Simulacrum .75
- Siren's Call .75
- Sleight of Mind 3.00
- Smoke 2.50
- Sorceress Queen 4.00
- Spirit Link 4.00
- Stasis 4.00
- Strip Mine 5.00
- Sunglasses of Urza 3.00
- Swords to Plowshares 1.50
- Sylvan Library 5.00
- Tempest Efreet 2.50
- Tetravus 5.00
- Thoughtlace 2.00
- Timber Wolves 3.00
- Time Elemental 7.00
- Titania's Song 2.00
- Triskelion 4.00
- Urza's Avenger 6.00
- Uthden Troll 1.50
- Verduran Enchantress 3.00
- Volcanic Eruption 2.50
- Wanderlust .75
- Warp Artifact 2.00
- Web 2.50
- White Mana Battery 2.00
- Whirling Dervish 1.50
- Will-O'-The-Wisp 6.00
- Winds of Change 3.00
- Winter Blast 1.00
- Winter Orb 6.00
- Wrath of God 8.00
- Xenic Poltergeist 2.00
- Zombie Master 3.50

FIFTH EDITION

WIZARDS OF THE COAST- 1997

Full Set (449 cards)	365.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Commons	.10

- Abbey Gargoyles .50
- Abyssal Specter 1.00
- Adarkar Wastes 5.50
- Æther Storm .75
- Air Elemental 1.00
- Akron Legionnaire 2.50
- Aladdin's Ring 2.50
- An-Havva Constable 3.00
- Angry Mob .50
- Animate Dead .50
- Animate Wall 2.50
- Ankh of Mishra 4.00
- Anti-Magic Aura .50
- Arenson's Aura .50
- Armageddon 7.00
- Ashes to Ashes .50
- Ashnod's Altar 1.00
- Aspect of Wolf 3.50
- Atog .50
- Azure Drake .75
- Bad Moon 6.00
- Ball Lightning 9.00
- Barl's Cage 2.50
- Binding Grasp 1.00
- Birds of Paradise 5.50
- Black Knight 1.00
- Blight .50
- Blinking Spirit 6.00
- Bog Wraith .50
- Bottle of Suleiman 3.00
- Bottomless Vault 3.00
- Breeding Pit 2.00



TOP 10 HOTTEST CARDS

7) Eladamri's Vineyard

Paul Mason will sell no wine before its time, but down at Eladamri's Vineyard, they splash it around every single main phase—yours and your opponent's. Will all that green mana make you drunk with power or give you the hangover that comes from mana burn?

- Broken Visage 3.00
- Brushland 5.50
- Caribou Range 3.00
- Carrion Ants 2.00
- Castle .50
- Cave People .50
- CoP: Artifacts 1.00
- City of Brass 8.00
- Clockwork Beast 3.00
- Clockwork Steed .50
- Cockatrice 3.50
- Colossus of Sardia 5.50
- Conquer 1.00
- Coral Helm 2.50
- Craw Giant 1.00
- Crimson Manticore 3.00
- Crown of the Ages 4.00
- Crumble .25
- Crusade 6.00
- Crystal Rod .50
- Cursed Land .50
- Dance of Many 3.50
- Dancing Scimitar 2.00
- Deathgrip 1.00
- Deflection 9.00
- Derelor 3.00
- Desert Twister .50
- Detonate .50
- Diabolic Machine .50
- Dingus Egg 3.00
- Disrupting Scepter 3.50
- Divine Transformation 1.00
- Dragon Engine 2.00
- Drain Power 4.00
- Dust to Dust .50
- Dwarven Catapult .75
- Dwarven Hold 3.50
- Dwarven Ruins .50
- Earthquake 4.00
- Ebon Stronghold .50
- Elder Druid 4.00
- Elkin Bottle 3.00
- Elven Riders 1.00
- Elvish Archers 3.50
- Energy Flux .50
- Evil Eye of Orms-by-Gore 1.50
- Evil Presence .50
- Eye for an Eye 3.00
- Fallen Angel 1.50
- Feedback .25
- Feldon's Cane 1.00
- Fellwar Stone 1.00
- Feroz's Ban 2.50
- Fire Drake .75
- Flame Spirit .75
- Flashfires .50
- Flying Carpet 2.50
- Force of Nature 5.00
- Forget 3.00
- Fountain of Youth .75
- Fungusaur 3.50
- Fyndhorn Elder .50
- Game of Chaos 3.00
- Gauntlets of Chaos 4.00
- Glacial Wall .50
- Glasses of Urza .50
- Gloom .50
- Goblin King 4.00
- Goblin Warrens 3.75
- Greater Realm 2.00
- Greater Werewolf .50
- Havenwood Battleground 1.00
- Hecatomb 5.00
- Helm of Chatzuk 2.50
- Hive, The 3.50
- Hollow Trees 2.50
- Howling Mine 7.00
- Hurkyl's Recall 3.00
- Hurricane 1.00
- Hydroblast .50
- Icatian Phalanx .75
- Icatian Store 3.00
- Icatian Town 3.50
- Ice Floe .75
- Inferno 4.00
- Infinite Hourglass 3.25
- Instill Energy .75
- Iron Star .75
- Ironclaw Curse 2.00
- Island Sanctuary 2.50
- Ivory Cup .75
- Ivory Guardians .50
- Jade Monolith 2.00
- Jalum Tome 3.50
- Jandor's Saddlebags 2.50
- Jayemdae Tome 5.00
- Jester's Cap 12.00
- Johtull Wurm .50
- Jokulhaups 5.50
- Joven's Tools .75
- Justice .75
- Juxtapose 3.00
- Karma .50
- Karplusan Forest 5.50
- Keldon Warlord .75
- Killer Bees 2.00
- Kismet 1.00
- Kjeldoran Royal Guard 4.50
- Kjeldoran Skycaptain .75
- Knight of Stromgald .75
- Leshrac's Rite .50
- Leviathan 5.00
- Lhurgoyf 5.00
- Library of Leng 1.00
- Lifeforce .50
- Lifetap .50
- Living Artifact 2.00
- Living Lands 2.00
- Lord of Atlantis 5.00
- Lord of the Pit 6.50
- Lure .50
- Magical Hack 3.00
- Magus of the Unseen 4.00
- Mana Clash 2.00
- Mana Flare 4.50
- Mana Vault 4.00
- Manabarbs 3.00
- Meekstone 4.00
- Millstone 5.50
- Mind Bomb .50
- Mind Warp .75
- Mole Worms .50
- Nevinyrral's Disk 7.00
- Nightmare 8.00
- Obelisk of Undoing 3.00
- Orcish Artillery .50
- Orcish Captain .50
- Orcish Oriflamme .50
- Orcish Squatters 4.00
- Order of the Sacred Torch 3.50
- Order of the White Shield 1.00
- Orgg 3.00
- Ornithopter .25
- Pentagram of the Ages 4.00
- Personal Incarnation 4.00
- Phantasmal Forces .50
- Phantom Monster .50
- Pirate Ship 2.50
- Power Sink .25
- Primal Clay 2.50
- Primal Order 5.00
- Primordial Ooze .50
- Pyroblast .50
- Pyrotechnics .75
- Rabid Wombat 1.25
- Radjan Spirit .50
- Rag Man 3.00
- Recall 3.00
- Reverse Damage 5.00
- Righteousness 4.00
- Rod of Ruin .50



TOP 10 HOTTEST CARDS

6) Armageddon

Armageddon falls four notches this issue. Do you suppose that players are finally tiring of mass land destruction in their decks? Have we finally seen the last of the big creature-Geddon decks that have long made their mark on tournaments? Nah... probably just sunspots or something.

- Ruins of Trokair .75
- Sacred Boon .75
- Sand Silos 3.00
- Sea Spirit .75
- Sea Sprite .50
- Seasinger 1.00
- Segovian Leviathan .50
- Sengir Autocrat 3.50
- Seraph 6.00
- Serpent Generator 4.00
- Serra Bestiary .50
- Serra Paladin 1.00
- Shapeshifter 1.50
- Shatterstorm 1.50
- Shivan Dragon 15.00
- Sibilant Spirit 5.00
- Skull Catapult .75
- Sleight of Mind 3.25
- Smoke 3.00
- Sorceress Queen 4.00
- Soul Net .50
- Spirit Link 2.50
- Stampede 3.00
- Stasis 4.50
- Steal Artifact .50
- Stone Giant .50
- Stone Spirit .50
- Stromgald Cabal 4.00
- Sulfurous Springs 5.00
- Svyelunite Temple .50
- Sylvan Library 5.00
- Tawnos's Weaponry .50
- Thicket Basilisk .75
- Throne of Bone .75
- Thrull Retainer .50
- Time Bomb 4.00

WENT UP | WENT DOWN | HEAVILY TRADED

TQ price guide

- ★ Time Elemental 6.00
- ★ Titania's Song 3.00
- ☆ Truce 2.50
- ● Tsunami 50
- ★ Underground River 5.00
- ● Untamed Wilds 50
- ★ Urza's Avenger 4.00
- ● Urza's Bauble 50
- ★ Verduran Enchantress 3.00
- ● Wall of Air 50
- ● Wall of Bone 50
- ● Wall of Brambles 50
- ● Wall of Fire 50
- ● Wall of Stone 50
- ○ Wall of Swords 50
- ● Wanderlust 50
- ★ Warp Artifact 2.50
- ● Whirling Dervish 1.50
- ○ White Knight 1.00
- ● Wind Spirit 50
- ★ Winds of Change 3.00
- ● Winter Blast 50
- ★ Winter Orb 4.00
- ● Wolverine Pack 50
- ● Wooden Sphere 50
- ● Word of Blasting 50
- ☆ Wrath of God 7.50
- ★ Wretched, The 5.00
- ★ Wyluli Wolf 3.50
- ★ Xenic Poltergeist 2.50
- ★ Zombie Master 4.00
- ★ Zur's Weirding 4.50

ARABIAN NIGHTS

WIZARDS OF THE COAST- 1994

Full Set (78 cards) $875.00
Booster Pack (8 cards) 85.00
Booster Box (60 packs) 3,800.00
Unlisted Commons 50

- ○ Abu Ja'far 6.00
- ★ Aladdin 11.00
- ★ Aladdin's Lamp 6.00
- ★ Aladdin's Ring 6.50
- ● Ali Baba 6.50
- ★ Ali from Cairo 90.00
- ❑ Army of Allah 6.00
- ● Bazaar of Baghdad 20.00
- ★ Bottle of Suleiman 7.00
- ● Brass Man 3.00
- ❑ Camel 3.00
- ★ City in a Bottle 25.00
- ● City of Brass 27.00
- ● Cyclone 6.00
- ★ Dancing Scimitar 6.00
- ■ Desert 3.00
- ■ Desert Nomads 3.00
- ● Desert Twister 4.50
- ★ Diamond Valley 75.00
- ★ Drop of Honey 46.00
- ★ Ebony Horse 6.00
- ★ El-Hajjaj 7.00
- ★ Elephant Graveyard 28.00
- ★ Erhnam Djinn 30.00
- ☆ Eye for an Eye 5.50
- ● Flying Carpet 6.00
- ■ Flying Men 6.00
- ★ Guardian Beast 55.00
- ■ Hurr Jackal 3.00
- ★ Ifh-biff Efreet 32.00
- ★ Island Fish Jasconius 6.00
- ★ Island of Wak-Wak 45.00
- ★ Jandor's Ring 6.00
- ★ Jandor's Saddlebags 6.00
- ● Jeweled Bird 6.00
- ☆ Jihad 50.00
- ★ Junun Efreet 10.00
- ★ Juzam Djinn 172.00
- ● Khabal Ghoul 40.00
- ☆ King Suleiman 20.00
- ■ Kird Ape 3.00
- ● Library of Alexandria 115.00
- ● Magnetic Mountain 6.00
- ● Merchant Ship 8.00
- ■ Metamorphosis 2.00
- ★ Mijae Djinn 10.00
- ❑ Moorish Cavalry 5.00
- ■ Mountain 7.50
- ● Oasis 4.00
- ★ Old Man of the Sea 40.00
- ■ Oubliette 5.00
- ★ Pyramids 28.00
- ☆ Repentant Blacksmith 4.00
- ★ Ring of Ma'ruf 35.00
- ■ Rukh Egg 12.00



TOP 10 HOTTEST CARDS

5) Cursed Scroll

"Pick a card...any card..." With the Cursed Scroll, your opponent will come to dread this harmless phrase. See, if he picks the card that you've named, he takes two damage. Simple, easy and, at a cost of three mana, this little wonder's pretty affordable.

- ● Sandals of Abdallah 10.00
- ★ Serendib Djinn 30.00
- ★ Serendib Efreet 32.00
- ☆ Shahrazad 24.00
- ● Sindbad 5.00
- ★ Singing Tree 40.00
- ● Sorceress Queen 10.50
- ■ Stone-Throwing Devils 7.00
- ■ Wyluli Wolf 4.00
- ★ Ydwen Efreet 12.00

ANTIQUITIES

WIZARDS OF THE COAST- 1994

Full Set (100 cards) $300.00
Booster Pack (8 cards) 22.00
Booster Box (60 packs) 850.00
Unlisted Commons 25

- ☆ Argivian Archaeologist 40.00
- ❑ Argivian Blacksmith 50
- ■ Argothian Treefolk 1.00
- ★ Armageddon Clock 5.00
- ■ Artifact Blast 1.00
- ■ Artifact Possession 1.00
- ❑ Artifact Ward 1.00
- ● Ashnod's Altar 2.50
- ● Ashnod's Battle Gear 2.00
- ● Ashnod's Transmogrant 2.00
- ■ Atog 1.50
- ★ Bronze Tablet 5.00
- ★ Candelabra of Tawnos 44.00
- ○ Circle of Protection: Artifact 8.00
- ● Citanul Druid 3.00
- ★ Clockwork Avian 9.00
- ★ Colossus of Sardia 10.00
- ★ Coral Helm 5.00
- ● Cursed Rack 2.00
- ○ Damping Field 3.00
- ★ Detonate 3.00
- ■ Drafna's Restoration 1.50
- ● Dwarven Weaponsmith 2.00
- ● Energy Flux 2.00
- ● Feldon's Cane 8.00
- ★ Gaea's Avenger 16.00
- ● Gate to Phyrexia 3.00
- ● Goblin Artisans 1.50
- ★ Golgothian Sylex 9.00
- ● Haunting Wind 2.00
- ★ Hurkyl's Recall 4.50
- ● Ivory Tower 7.00
- ★ Jalum Tome 6.00
- ○ Martyrs of Korlis 5.00
- ● Mightstone 4.00
- ● Millstone 11.00
- ● Mishra's Factory 10.00
- ● Mishra's Factory (Winter) 16.00
- ★ Mishra's War Machine 4.00
- ★ Mishra's Workshop 30.00
- ★ Obelisk of Undoing 8.00
- ● Onulet 2.00
- ■ Orcish Mechanics 1.00
- ■ Ornithopter 1.00
- ■ Phyrexian Gremlins 4.00
- ● Power Artifact 5.00
- ● Powerleech 3.00
- ■ Priest of Yawgmoth 1.00
- ● Primal Clay 2.00
- ● Rack, The 3.00
- ● Rakalite 2.00
- ■ Reconstruction 1.00
- ❑ Reverse Polarity 1.00
- ● Rocket Launcher 4.00
- ■ Sage of Lat-Nam 1.00
- ★ Shapeshifter 6.00
- ★ Shatterstorm 6.00
- ■ Staff of Zegon 1.00
- ● Strip Mine 10.00
- ● Strip Mine (sky picture) 12.00
- ● Su-Chi 5.00
- ■ Tablet of Epityr 1.00
- ★ Tawnos's Coffin 24.00
- ● Tawnos's Wand 2.00
- ● Tawnos's Weaponry 2.50
- ★ Tetravus 10.00
- ● Titania's Song 3.00
- ● Transmute Artifact 3.00
- ★ Triskelion 8.00
- ★ Urza's Avenger 9.00
- ■ Urza's Chalice 1.00
- ★ Urza's Miter 8.00
- ● Wall of Spears 1.75
- ● Weakstone 3.50
- ● Xenic Poltergeist 3.50
- ★ Yawgmoth Demon 10.00

LEGENDS

WIZARDS OF THE COAST- 1994

Full Set (310 cards) $950.00
Booster Pack (15 cards) 35.00
Booster Box (36 packs) 1,025.00
Unlisted Commons 50

- ● Abomination 2.00
- ★ Abyss, The 60.00
- ★ Acid Rain 20.00
- Adun Oakenshield 15.00
- ● Adventurers' Guildhouse 3.00
- ● Ærathi Berserker 5.00
- ■ Aisling Leprechaun 1.00
- ☆ Akron Legionnaire 8.00
- ★ All Hallow's Eve 40.00
- ★ Al-abara's Carpet 12.00
- ★ Alchor's Tomb 12.00
- ☆ Angelic Voices 12.00
- Angus Mackenzie 11.00
- ■ Anti-Magic Aura 1.50
- ● Arboria 4.00
- Arcades Sabboth 14.00
- ★ Arena of the Ancients 8.00
- ■ Avoid Fate 1.00
- Axelrod Gunnarson 9.00
- Ayesha Tanaka 7.00
- ● Azure Drake 3.00
- ● Backdraft 4.00
- ● Backfire 3.00
- ■ Barbary Apes 1.00
- Barktooth Warbeard 5.00
- Bartel Runeaxe 10.00
- ● Beasts of Bogardan 3.00
- ● Black Mana Battery 5.00
- ■ Blazing Effigy 1.00
- ● Blight 2.00
- ● Blood Lust 4.00
- ● Blue Mana Battery 5.00
- Boris Devilboon 12.00
- ● Brine Hag 4.00
- ★ Bronze Horse 8.00
- ★ Carrion Ants 10.00
- ● Cathedral of Serra 3.00
- ★ Caverns of Despair 10.00
- ■ Chain Lighting 4.00
- ★ Chains of Mephistopheles 24.00
- Chromium 15.00
- ☆ Cleanse 20.00
- ❑ Clergy of the Holy Nimbus 1.00
- ● Cocoon 3.00
- ★ Concordant Crossroads 7.00
- ★ Cosmic Horror 8.00
- ● Craw Giant 6.50
- ● Crevasse 3.00
- ■ Crimson Kobolds 1.00
- ★ Crimson Manticore 7.00
- ■ Crookshank Kobolds 1.00
- Dakkon Blackblade 14.00
- ❑ D'Avenant Archer 50
- ■ Darkness 1.00
- ● Deadfall 3.00
- ● Demonic Torment 4.00
- ■ Devouring Deep 1.00
- ★ Dishormony 11.50
- ☆ Divine Intervention 12.00
- ❑ Divine Offering 1.00
- ☆ Divine Transformation 8.00
- ● Dream Coat 5.00
- ● Dwarven Song 4.00
- ☆ Elder Land Wurm 10.00
- ★ Elder Spawn 10.00
- ★ Elven Riders 7.00
- ❑ Enchanted Being 1.00
- ■ Enchantment Alteration 1.00
- ❑ Equinox 3.00
- ● Eternal Warrior 2.00
- ★ Eureka 40.00
- ● Evil Eye of Orms-By-Gore 5.00
- ● Fallen Angel 8.00
- ★ Falling Star 10.00
- ■ Feint 1.00
- ★ Field of Dreams 12.00
- ■ Fire Sprites 1.00
- ★ Firestorm Phoenix 24.00
- ■ Flash Counter 1.00
- ● Floral Spuzzem 4.00
- ■ Force Spike 1.00
- ★ Forethought Amulet 12.50
- ○ Fortified Area 2.00
- ● Frost Giant 5.00
- ● Gabriel Angelfire 8.00
- ■ Gauntlets of Chaos 8.00
- ■ Ghosts of the Damned 1.00
- ■ Giant Turtle 1.00
- ■ Glyph of Delusion 1.00
- ■ Glyph of Destruction 1.00
- ■ Glyph of Doom 1.00
- ❑ Glyph of Life 1.00
- ■ Glyph of Reincarnation 1.00
- Gosta Dirk 10.00
- ★ Gravity Sphere 22.00
- ○ Great Defender 4.00
- ○ Great Wall 4.00
- ○ Greater Realm of Preservation 5.00
- ★ Greed 7.00
- ● Green Mana Battery 5.00
- Gwendlyn Di Corci 15.00
- Halfdane 12.00
- ● Hammerheim 5.00
- Hazezon Tamar 14.00
- ■ Headless Horseman 1.00
- ○ Heaven's Gate 4.00
- ■ Hell Swarm 1.00
- ★ Hell's Caretaker 16.00
- ★ Hellfire 22.00
- ❑ Holy Day 1.00
- ★ Horn of Deafening 8.00
- ■ Hornet Cobra 1.00
- ● Horror of Horrors 5.00
- Hunding Gjornersen 5.00
- ● Hyperion Blacksmith 4.00
- ● Ichneumon Druid 5.00
- ★ Imprison 12.50
- ★ In the Eye of Chaos 12.00
- ❑ Indestructible Aura 1.00
- ● Infernal Medusa 7.00
- ☆ Infinite Authority 12.00
- ★ Invoke Prejudice 16.00
- ○ Ivory Guardians 4.00
- Jacques le Vert 13.00
- Jasmine Boreal 4.00
- Jedit Ojanen 4.00
- Jerrard of the Closed Fist 4.00
- Johan 13.00
- ★ Jovial Evil 16.00
- ★ Juxtapose 8.00
- ● Karakas 5.00
- Kasimir the Lone Wolf 4.00
- Kei Takahashi 8.00
- ★ Killer Bees 12.00
- ○ Kismet 5.00
- ★ Knowledge Vault 10.00
- ● Kobold Drill Sergeant 8.00
- ★ Kobold Overlord 18.00
- ● Kobold Taskmaster 8.00
- ■ Kobolds of Kher Keep 1.00
- ● Kry Shield 4.00
- Lady Caleria 14.00
- Lady Evangela 12.00
- Lady of the Mountain, The 5.00
- Lady Orca 5.00
- ★ Land Equilibrium 15.00

key

■ ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

- Land Tax 10.00
- Land's Edge 10.00
- Lesser Werewolf 4.00
- Life Chisel 4.00
- Life Matrix 12.50
- Lifeblood 12.00
- Living Plane 18.00
- Livonya Silone 15.00
- Lord Magnus 5.00
- Lost Soul 1.00
- Mana Drain 50.00
- Mana Matrix 11.00
- Marble Priest 4.00
- Marhault Elsdragon 3.00
- Master of the Hunt 20.00
- Mirror Universe 75.00
- Moat 50.00
- Mold Demon 10.00
- Moss Monster 1.00
- Mountain Stronghold 3.00
- Mountain Yeti 3.00
- Nebuchadnezzar 10.00
- Nether Void 42.00
- Nicol Bolas 20.00
- North Star 14.00
- Nova Pentacle 15.00
- Osai Vultures 1.00
- Palladia-Mors 15.00
- Part Water 4.00
- Pavel Maliki 5.00
- Pendelhaven 5.00
- Petra Sphinx 8.00
- Pixie Queen 15.00
- Planar Gate 15.00
- Pradesh Gypsies 2.00
- Presence of the Master 10.00
- Primordial Ooze 2.00
- Princess Lucrezia 4.00
- Psionic Entity 8.00
- Psychic Purge 2.00
- Puppet Master 3.00
- Pyrotechnics 1.00
- Quagmire 4.00
- Quarum Trench Gnomes 10.00
- Rabid Wombat 5.00
- Radjan Spirit 2.50
- Raging Bull 1.00
- Ragnar 10.00
- Ramirez DePietro 4.00
- Ramses Overdark 15.00
- Rapid Fire 10.00
- Rasputin Dreamweaver 15.00
- Rebirth 7.00
- Recall 10.00
- Red Mana Battery 5.00
- Reincarnation 4.00
- Relic Barrier 6.00
- Relic Bind 3.00
- Remove Enchantments 1.00
- Remove Soul 1.00
- Reset 8.00
- Revelation 10.00
- Reverberation 16.00
- Righteous Avengers 4.00
- Ring of Immortals 14.00
- Riven Turnbull 4.00
- Rohgahh of Kher Keep 16.00
- Rubinia Soulsinger 10.00
- Rust 1.00
- Sea King's Blessing 4.00
- Seafarer's Quay 3.00
- Seeker 2.50
- Segovian Leviathan 3.00
- Sentinel 8.00
- Serpent Generator 10.00
- Shelkin Brownie 1.00
- Shield Wall 2.00
- Shimian Night Stalker 3.00
- Silhouette 4.00
- Sir Shandlar of Eberyn 4.00
- Sivitri Scarzam 3.50
- Sol'kanar Swamp King 18.00
- Spectral Cloak 6.00
- Spinal Villain 18.00
- Spirit Link 7.00
- Spirit Shackle 1.00
- Spiritual Sanctuary 12.00
- Stangg 8.00
- Storm Seeker 7.00
- Storm World 15.00
- Subdue 1.00
- Sunastian Falconer 4.00
- Sword of the Ages 32.00
- Sylvan Library 8.00
- Sylvan Paradise 4.00
- Syphon Soul 1.50
- Tabernacle of Pendrell Vale 25.00
- Takklemaggot 2.50
- Telekinesis 12.00
- Teleport 8.00
- Tempest Efreet 8.00
- Tetsuo Umezawa 17.00
- Thunder Spirit 25.00
- Time Elemental 15.00
- Tobias Andrion 4.00
- Tolaria 4.00
- Tor Wauki 3.00
- Torsten Von Ursus 4.00
- Touch of Darkness 4.00
- Triassic Egg 8.00
- Tuknir Deathlock 12.00
- Tundra Wolves 1.00
- Typhoon 12.00
- Undertow 3.00
- Underworld Dreams 28.00
- Unholy Citadel 3.00
- Untamed Wilds 4.00
- Urborg 5.00
- Urdrago 15.00
- Vaevictis Asmadi 14.00
- Venarian Gold 1.00
- Visions 4.00
- Voodoo Doll 8.00
- Walking Dead 1.00
- Wall of Caltrops 1.00
- Wall of Dust 2.50
- Wall of Earth 1.00
- Wall of Light 4.00
- Wall of Opposition 8.00



TOP TO HOTTEST CARDS

4) Wrath of God

Last month's number one stumbles a few places, tripping over blue guys who inhale incense and who carry around weird garage tools. You'd think mano a mano, Wrath of God could take on the blue mages from Meditation and Time Warp, but those annoying *Magic* rules get in the way.

- Wall of Putrid Flesh 5.00
- Wall of Tombstones 4.00
- Wall of Wonder 4.00
- Whirling Dervish 5.00
- White Mana Battery 5.00
- Willow Satyr 15.00
- Winds of Change 5.00
- Winter Blast 8.00
- Wolverine Pack 1.00
- Wood Elemental 10.00
- Wretched, The 22.00
- Xira Arien 10.00
- Zephyr Falcon 1.00

THE DARK

WIZARDS OF THE COAST- 1994

Full Set (119 cards) $150.00
Booster Pack (8 cards) 8.00
Booster Box (60 pOacks) 375.00
Unlisted Commons .15

- Amnesia 5.00
- Angry Mob 3.00
- Apprentice Wizard 2.50
- Ashes to Ashes 1.00
- Ball Lightning 16.00
- Banshee 2.00
- Bart's Cage 4.00
- Blood Moon 8.00
- Blood of the Martyr 2.00
- Bone Flute 1.00
- Book of Rass 1.50
- Brothers of Fire 1.00
- Cave People 1.00
- City of Shadows 4.00
- Cleansing 5.00
- Coal Golem 2.00
- Curse Artifact 2.00
- Dance of Many 5.00
- Dark Heart of the Wood .75
- Dark Sphere 2.00
- Diabolic Machine 1.50
- Eater of the Dead 3.00
- Electric Eel 1.50
- Elves of Deep Shadow 3.00
- Eternal Flame 4.00
- Exorcist 7.00
- Fallen, The 1.50
- Fasting 1.50
- Fellwar Stone 4.00
- Fire and Brimstone 1.50
- Fire Drake 1.00
- Flood 1.00
- Fountain of Youth 1.50
- Frankenstein's Monster 6.00
- Gaea's Touch .75
- Goblin Wizard 5.00
- Grave Robbers 5.00
- Hidden Path 7.00
- Inferno 5.50
- Knights of Thorn 6.00
- Leviathan 7.00
- Living Armor 1.00
- Lurker 3.00
- Mana Clash 4.00
- Mana Vortex 4.00
- Marsh Goblins .75
- Martyr's Cry 5.00
- Maze of Ith 14.00
- Merfolk Assassin 6.00
- Mind Bomb 2.00
- Miracle Worker .75
- Nameless Race 6.00
- Necropolis 2.00
- Niall Silvain 3.00
- Orc General 1.50
- People of the Woods 2.00
- Preacher 15.00
- Psychic Allergy 5.00
- Rag Man 4.00
- Reflecting Mirror 2.50
- Runesword 2.00
- Safe Haven 4.00
- Scarecrow 3.00
- Scarwood Bandits 5.00
- Scarwood Hag 1.50
- Season of the Witch 4.50
- Sisters of the Flame 2.00
- Skull of Orm 4.00
- Sorrow's Path 3.00
- Spitting Slug 2.00
- Standing Stones 2.00
- Stone Calendar 7.00
- Tangle Kelp 1.50
- Tivadar's Crusade 2.00
- Tormod's Crypt 2.00
- Tower of Coireall 1.00
- Tracker 7.00
- Uncle Istvan 2.00
- Wand of Ith 2.50
- War Barge 2.50
- Water Wurm .75
- Whippoorwill 1.50
- Witch Hunter 5.00
- Worms of the Earth 4.00
- Wormwood Treefolk 4.00

FALLEN EMPIRES

WIZARDS OF THE COAST- 1994

Full Set (187 cards) $47.50
Booster Pack (8 cards) 1.00
Booster Box (60 packs) 45.00
Unlisted Commons .15
Unlisted Uncommons .50

- Aesthpile 2.00
- Balm of Restoration 2.00
- Bottomless Vault 3.75
- Breeding Pit 2.00
- Conch Horn 2.00
- Delif's Cube 1.50
- Derelor 3.00
- Draconian Cylix 3.00
- Dwarven Armorer 2.00
- Dwarven Hold 3.00
- Dwarven Ruins 2.00
- Ebon Praetor 3.00
- Ebon Stronghold 1.00
- Elven Lyre 2.00
- Elvish Farmer 3.00
- Feral Thallid 1.00
- Fungal Bloom 3.00
- Goblin Flotilla 2.00
- Goblin Warrens 3.50
- Hand of Justice 5.50
- Havenwood Battleground 1.50
- Hollow Trees 3.00
- Homarid Shaman 1.00
- Hymn to Tourach .50
- Icatian Lieutenant 2.00
- Icatian Skirmishers 3.00
- Icatian Store 3.00
- Icatian Town 4.00
- Implements of Sacrifice 1.00
- Ogg 3.00
- Rainbow Vale 3.00
- Ring of Renewal 2.00
- River Merfolk 3.50
- Ruins of Trokair 1.00
- Sand Silos 3.00
- Seasinger 1.00
- Soul Exchange 1.00
- Spirit Shield 2.00
- Svyelunite Temple 1.00
- Thelon's Curse 2.00
- Thelonite Monk 2.50
- Thrull Champion 4.00
- Tourach's Gate 2.00
- Vodalian Knights 3.00
- Vodalian War Machine 3.00
- Zelyon Sword 2.00

ICE AGE

WIZARDS OF THE COAST- 1995

Full Set (383 cards) $235.00
Starter Deck (60 cards) 8.00
Starter Box (10 decks) 75.00
Booster Pack (15 cards) 2.75
Booster Box (36 packs) 85.00
Unlisted Commons .15
Unlisted Uncommons .75

- Abyssal Specter 1.00
- Adarkar Sentinel .75
- Adarkar Wastes 6.50
- Aegis of the Meek 3.50
- Agression .75
- Altar of Bone 3.00
- Amulet of Quoz 1.00
- Anarchy 1.50
- Arcum's Sleigh .50
- Balduvian Hydra 6.00
- Blinking Spirit 6.25
- Blizzard 3.00
- Brand of Ill Omen 4.00
- Brushland 6.50
- Call to Arms 4.00
- Caribou Range 5.00
- Celestial Sword 3.00
- Chaos Lord 3.50
- Chaos Moon 2.00
- Chromatic Armor 3.50
- Crown of the Ages 6.00
- Curse of Marit Lage 4.00
- Dance of the Dead 1.00
- Deflection 12.00
- Despotic Scepter 4.00
- Dread Wight 3.00
- Dwarven Armory 3.50
- Earthlink 3.00
- Elder Druid 4.00
- Elemental Augury 4.00
- Elkin Bottle 4.00
- Enduring Renewal 6.00
- Energy Storm 4.00
- Fiery Justice 3.00
- Fire Covenant 75
- Flooded Woodlands 3.00
- Flow of Maggots 2.00
- Forbidden Lore 3.00
- Formation 2.00
- Fyndhorn Bow .75
- Fyndhorn Pollen 2.50
- Game of Chaos 3.00
- General Jarkeld 5.00
- Ghostly Flame 5.50
- Glacial Crevasses 3.00
- Glaciers 3.00
- Goblin Lyre 3.00
- Gravebird 2.00
- Halls of Mist 3.00
- Hallowed Ground 1.00
- Hecatomb 6.00
- Hot Springs 3.00
- Hurricane 1.00

WENT UP | WENT DOWN | HEAVILY TRADED

TQ price guide

- Ice Cauldron 4.50
- Icequake 1.50
- Icy Manipulator 8.00
- Icy Prison 4.00
- Illusionary Presence 3.00
- Illusions of Grandeur 4.50
- Infernal Darkness 2.00
- Infernal Denizen 3.00
- Infinite Hourglass 4.00
- Jester's Cap 18.00
- Jester's Mask 8.00
- Jokulhaups 8.00
- Justice 2.00
- Karplusan Forest 6.50
- Karplusan Yeti 4.00
- Kjeldoran Elite Guard 1.25
- Kjeldoran Knight 2.00
- Kjeldoran Phalanx 3.00
- Kjeldoran Royal Guard 5.00
- Kjeldoran Skycaptain 2.00
- Knights of Stromgald 1.00
- Krovikan Vampire 1.50
- Land Cap 3.00
- Lava Tubes 3.00
- Lhurgoyf 7.50
- Lightning Blow 3.00
- Lost Order of Jarkeld 4.00
- Magus of the Unseen 4.00
- Marton Stromgald 8.00
- Mercenaries 3.00
- Merieke Ri Berit 5.00
- Mesmeric Trance 4.00
- Mind Warp 1.00
- Mind Whip 3.00
- Minion of Leshrac 6.00
- Minion of Tevesh Szat 5.50
- Monsoon 4.00
- Mountain Titan 3.50
- Mudslide 3.00
- Musician 4.00
- Mystic Might 3.00
- Naked Singularity 4.00
- Necropotence 8.00
- Oath of Lim-Dûl 3.50
- Orcish Librarian 3.00
- Orcish Squatters 5.00
- Order of the Sacred Torch 4.50
- Pale Bears 3.00
- Pentagram of the Ages 5.50
- Polar Kraken 7.00
- Pox 6.00
- Pygmy Allosaurus 3.00
- Pyrodasm 2.00
- Reality Twist 3.75
- Reclamation 3.00
- Ritual of Subdual 4.00
- River Delta 4.00
- Runed Arch 4.00
- Seraph 8.50
- Shield of the Ages .75
- Shyft 4.00
- Sibilant Spirit 6.00
- Skeleton Ship 5.00
- Skull Catapult .75
- Sleight of Mind 1.50
- Snow Fortress 3.00
- Snowblind 2.50
- Soldevi Golem 3.00
- Soldevi Simulacrum .75
- Spectral Shield .75
- Spoils of Evil 4.00
- Spoils of War 4.50
- Staff of the Ages 3.00
- Stampede 4.00
- Storm Spirit 4.00
- Stormbind 5.00
- Stromgald Cabal 4.00
- Stunted Growth 5.00
- Sulfurous Springs 5.50
- Swords to Plowshares 1.00
- Thermokarst 2.00
- Timberline Ridge 3.00
- Time Bomb 4.00
- Total War 2.00
- Trailblazer 2.00
- Underground River 6.50
- Urza's Bauble 0.50
- Veldt 3.50
- Vexing Arcanix 5.00
- Vibrating Sphere 3.00
- Wiitigo 4.00
- Winter's Chill 3.00
- Wrath of Marit Lage 3.00
- Zur's Weirding 5.00
- Zuran Orb 4.00

CHRONICLES

WIZARDS OF THE COAST- 1995

Full Set (125 cards) $85.00
Booster Pack (12 cards) 2.50
Booster Box (45 packs) 85.00
Unlisted Commons .10

- Abu Ja'far .50
- Akron Legionnaire 2.00
- Aladdin 3.50
- Angelic Voices 5.00
- Arcades Sabboth 5.00
- Arena of the Ancients 2.00
- Axelrod Gunnarson 3.00
- Ayesha Tanaka 2.00
- Azure Drake .75



TOP 10 HOTTEST CARDS

3) Meditate

Leaping up seven spots this month, Meditation comes back with a vengeance... er—better spiritual understanding. We hear the Meditation mage has been studying under the Ancestral Recall mage but is just taking a lot longer to get things accomplished.

- Banshee .75
- Barl's Cage 2.00
- Beasts of Bogardan .75
- Blood of the Martyr .75
- Blood Moon 6.00
- Book of Rass 1.00
- Bronze Horse 1.50
- Chromium 5.00
- City of Brass 10.00
- Cocoon .75
- Concordant Crossroads 4.00
- Crow Giant 1.50
- Cyclone 2.00
- Dakkon Blackblade 6.00
- Dance of Many 3.00
- Enchantment Alteration .50
- Erhnam Djinn 4.50
- Fallen, The .75
- Fallen Angel 4.00
- Feldon's Cane 1.00
- Fire Drake .75
- Gabriel Angelfire 4.00
- Gauntlets of Chaos 3.00
- Goblin Artisans .50
- Hell's Caretaker 6.00
- Horn of Deafening 2.50
- Ivory Guardians .75
- Jalum Tome 2.50
- Jeweled Bird 1.00
- Johan 4.00
- Juxtapose 3.00
- Kei Takahashi .50
- Land's Edge 5.00
- Marhault Elsdragon .25
- Nebuchadnezzar 4.00
- Nicol Bolas 5.00
- Obelisk of Undoing 3.00
- Palladia-Mors 5.00
- Petra Sphinx 3.00
- Primordial Ooze .75
- Puppet Master .75
- Rabid Wombat 1.50
- Rakalite 1.50
- Recall 3.00
- Revelation 2.00
- Rubinia Soulsinger 5.00
- Safe Haven 2.50
- Sentinel 2.00
- Serpent Generator 5.00
- Shield Wall .75
- Shimian Night Stalker .75
- Sivitri Scarzam .25
- Sol'konar the Swamp King 5.00
- Stangg 3.00
- Storm Seeker 2.50
- Takklemaggot .75
- Teleport 2.00
- Tobias Andrion .25
- Tormod's Crypt .50
- Triassic Egg 2.00
- Urza's Mine (four versions) .25
- Urza's Power Plant (four versions) .25
- Urza's Tower (four versions) .25
- Vaevictis Asmadi 5.00
- Voodoo Doll .75
- Wall of Opposition 1.00
- Wall of Wonder .50
- Witch Hunter 1.00
- Wretched, The 7.00
- Xira Arien 3.00
- Yawgmoth Demon 4.00

HOMELANDS

WIZARDS OF THE COAST- 1995

Full Set (140 cards) $70.00
Booster Pack (8 cards) 1.50
Booster Box (60 packs) 70.00
Unlisted Commons .10

- Abbey Gargoyles 1.00
- Aether Storm 1.00
- An-Havva Constable 3.50
- An-Havva Inn 1.00
- An-Havva Township 1.00
- An-Zerrin Ruins 3.00
- Anaba Ancestor 3.00
- Anaba Spirit Crafter 3.00
- Apocalypse Chime 3.00
- Autumn Willow 7.00
- Aysen Abbey 1.00
- Aysen Crusader 3.00
- Aysen Highway 3.00
- Baki's Curse 2.50
- Baron Sengir 8.00
- Beast Walkers 3.00
- Black Carriage 3.00
- Broken Visage 3.00
- Castle Sengir 1.00
- Chain Stasis 3.00
- Chandler .25
- Clockwork Gnomes .25
- Clockwork Steed .25
- Clockwork Swarm .25
- Coral Reef .25
- Daughter of Autumn 3.00
- Death Speakers 1.00
- Didgeridoo 4.00
- Drudge Spell 1.00
- Dwarven Pony 2.00
- Dwarven Sea Clan 2.50
- Ebony Rhino .25
- Eron the Relentless 1.00
- Evaporate .50
- Faerie Noble 4.00
- Feroz's Ban 3.00
- Forget 3.00
- Funeral March .25
- Ghost Hounds 1.00
- Giant Oyster 1.00
- Grandmother Sengir 1.50
- Greater Werewolf .50
- Hazduhr the Abbot 3.00
- Headstone .25
- Heart Wolf 2.25
- Hasan's Skaile 2.25
- Irini Sengir 1.00
- Ironclaw Curse 2.50
- Jinx .25
- Joven .25
- Joven's Ferrets .25
- Joven's Tools 1.00
- Koskun Falls 3.00
- Koskun Keep 1.00
- Leaping Lizard .25
- Leeches 2.00
- Mammoth Harness 2.50
- Marjhan 3.00
- Merchant Scroll .25
- Mystic Decree 5.00
- Narwhal 2.50
- Orcish Mine 1.00
- Primal Order 5.50
- Prophecy .25
- Rashka the Slayer 1.00
- Renewal .25
- Retribution 1.00
- Reveka, Wizard Savant 3.00
- Root Spider .50
- Roots .50
- Roterothopter .25
- Rysorian Badger 2.00
- Sea Sprite 1.00
- Sea Troll 1.00
- Sengir Autocrat 3.50
- Serra Aviary 4.00
- Serra Bestiary .25
- Serra Inquisitors .75
- Serra Paladin .25
- Serrated Arrows 1.50
- Serayo the Falconer 2.75
- Spectral Bears 1.00
- Timmerian Fiends 1.00
- Truce 3.00
- Veldrane of Sengir 3.25
- Wall of Kelp 2.00
- Willow Priestess 4.00
- Winter Sky 3.00
- Wizards' School 1.00

ALLIANCES

WIZARDS OF THE COAST- 1996

Full Set (199 cards) $175.00
Booster Pack (12 cards) 3.50
Booster Box (36 packs) 135.00
Unlisted Commons .15

- Ashnod's Cylix 5.00
- Balduvian Dead 1.00
- Balduvian Horde 18.00
- Balduvian Trading Post 6.00
- Bounty of the Hunt 1.00
- Browse 2.00
- Burnout 1.00
- Chaos Harlequin 3.50
- Contagion 1.00
- Deadly Insects .75
- Death Spark 1.00
- Diminishing Returns 7.00
- Diseased Vermin 1.00
- Dystopia 5.00
- Elvish Bard 1.00
- Elvish Spirit Guide 1.00
- Energy Arc 1.00
- Exile 6.50
- False Demise .50
- Fatal Lore 4.00
- Feast or Famine .50
- Floodwater Dam 4.00
- Force of Will 3.50
- Gargantuan Gorilla 5.50
- Gorilla Berserkers .25
- Gorilla Shaman .50
- Gustha's Scepter 4.00
- Hail Storm 1.00
- Heart of Yavimaya 4.50
- Helm of Obedience 12.00
- Inheritance 1.00
- Ivory Gargoyle 6.25
- Juniper Order Advocate 1.00
- Kaysa 5.00
- Keeper of Tresserhorn 4.00
- Kjeldoran Home Guard 1.00
- Kjeldoran Outpost 10.00
- Krovikan Horror 4.00
- Krovikan Plague 1.00
- Lake of the Dead 14.00
- Library of Lat-Nam 6.00
- Lim-Dûl's Paladin 1.50
- Lim-Dûl's Vault 2.00
- Lodestone Bauble 5.25
- Lord of Tresserhorn 8.50
- Misfortune 5.00
- Mishra's Groundbreaker .50
- Misinformation 1.50
- Mystic Compass .50
- Nature's Blessing 1.00
- Nature's Chosen 1.00
- Nature's Wrath 4.50
- Omen of Fire 5.00
- Phantasmal Sphere 3.00
- Phelddagrif 5.00

key

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

COMMON UNCOMMON RARE

- Phyrexian Devourer 5.00
- Phyrexian Portal 4.50
- Pillage 3.00
- Primitive Justice 1.00
- Pyrokinesis 1.00
- Reprisal 50
- Ritual of the Machine 5.00
- Rogue Skycaptain 5.00
- Royal Decree 4.50
- Scarab of the Unseen 75
- Scars of the Veteran 1.00
- School of the Unseen 1.00
- Seasoned Tactician 1.00
- Sheltered Valley 5.00
- Shield Sphere 1.00
- Sol Grail 2.00
- Soldevi Digger 5.50
- Soldevi Excavations 7.00
- Soldier of Fortune 1.00
- Spiny Starfish 1.00
- Splintering Wind 2.00
- Storm Cauldron 5.50
- Storm Elemental 1.00
- Stromgald Spy 1.00
- Suffocation 1.00
- Surge of Strength 2.50
- Sustaining Spirit 7.00
- Sworn Defender 4.00
- Thawing Glaciers 7.50
- Thought Lash 4.00
- Tidal Control 2.50
- Tornado 3.00
- Unlikely Alliance 1.00
- Urza's Engine 1.50
- Varchild's War-Riders 6.00
- Visceral Drone 1.00
- Wandering Mage 4.00
- Whirling Catapult 1.00
- Winter's Night 4.00
- Yavimaya Ants 2.50

MIRAGE

WIZARDS OF THE COAST- 1996

Full Set (350 cards) $250.00
Starter Deck (60 cards) 9.00
Starter Box (12 decks) 90.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 90.00
Commons 10

- Abyssal Hunter 5.50
- Acidic Dagger 3.00
- Afiya Grove 3.50
- Afterlife 2.00
- Aleatory 1.00
- Amber Prison 5.50
- Amulet of Unmaking 3.75
- Ancestral Memories 5.00
- Ashen Powder 4.00
- Asmira, Holy Avenger 4.00
- Auspicious Ancestor 3.00
- Bad River 1.00
- Barbed Foliage 2.50
- Barbed-Back Wurm 1.00
- Barreling Attack 3.00
- Basalt Golem 1.50
- Bazaar of Wonders 5.50
- Benthic Djinn 4.00
- Blighted Shaman 75
- Blind Fury 75
- Blinding Light 1.00
- Bone Mask 4.00
- Brushwagg 3.00
- Burning Palm Efreet 1.00
- Cadaverous Bloom 7.00
- Canopy Dragon 6.00
- Carrion 4.00
- Catacomb Dragon 8.00
- Celestial Dawn 12.00
- Cerulean Wyvern 1.00
- Chaosphere 5.00
- Charcoal Diamond 2.00
- Chariot of the Sun 1.00
- Cinder Cloud 1.00
- Circle of Despair 4.00
- Consuming Ferocity 75
- Coral Fighters 75
- Crimson Hellkite 10.50
- Crimson Roc 1.00
- Crypt Cobra 1.00
- Crystal Golem 1.00
- Crystal Vein 1.00
- Cursed Totem 5.00
- Cycle of Life 3.50
- Daring Apprentice 3.50
- Decomposition 1.00
- Delirium 1.00
- Discordant Spirit 4.50
- Dissipate 2.50
- Divine Retribution 3.50
- Dread Specter 1.00
- Dwarven Miner 1.50
- Early Harvest 4.00
- Elixir of Vitality 1.00
- Emberwilde Caliph 3.50
- Emberwilde Djinn 5.50
- Energy Bolt 4.50
- Energy Vortex 5.00
- Enlightened Tutor 2.50
- Ersatz Gnomes 1.00
- Ether Well 1.00
- Ethereal Champion 3.75
- Fallow Earth 1.00
- Favorable Destiny 1.00
- Femeref Archers 1.00
- Final Fortune 9.00
- Fire Diamond 2.00
- Flame Elemental 1.00
- Flash 3.75
- Flood Plain 1.00
- Floodgate 1.00
- Foratog 1.00
- Forbidden Crypt 5.00
- Forsaken Wastes 6.50
- Frenetic Efreet 4.50
- Goblin Scouts 1.00
- Goblin Soothsayer 1.00
- Grasslands 1.00
- Grim Feast 4.50
- Grinning Totem 13.00
- Hakim, Loreweaver 4.00
- Hall of Gemstone 5.00
- Hammer of Bogarden 12.00
- Harbinger of Night 4.00
- Harbor Guardian 1.00
- Harmattan Efreet 1.00
- Haunting Apparition 1.00
- Hazerider Drake 1.00
- Hivis of the Scale 4.50
- Horrible Hordes 1.00
- Igneous Golem 1.00
- Illicit Auction 5.00
- Illumination 1.00
- Infernal Contract 4.00
- Iron Tusk Elephant 1.00
- Jabari's Influence 4.00
- Jungle Patrol 3.50
- Jungle Troll 1.00
- Kaervek's Hex 1.00
- Kaervek's Purge 1.00
- Karoo Meerkat 1.00
- Kukemssa Pirates 3.50
- Lead Golem 1.00
- Leering Gargoyle 3.50
- Lion's Eye Diamond 4.00
- Locust Swarm 1.00
- Lure of Prey 4.50
- Malignant Growth 4.50
- Mana Prism 1.50
- Mangara's Blessing 1.50
- Mangara's Equity 1.50
- Mangara's Tome 5.00
- Marble Diamond 2.00
- Mara 7.00
- Meddle 1.00
- Melesse Spirit 1.50
- Mind Bend 1.00
- Mind Harness 1.00
- Mindbender Spores 3.00
- Mire Shade 1.00
- Misers' Cage 4.00
- Mist Dragon 7.50
- Moss Diamond 2.00
- Mountain Valley 1.00
- Mtenda Griffin 1.00
- Mystical Tutor 3.00
- Natural Balance 5.00
- Nettletooth Djinn 3.50
- Nocturnal Raid 1.00
- Null Chamber 5.50
- Painful Memories 1.00
- Patagia Golem 1.00
- Paupers' Cage 4.00
- Pearl Dragon 6.00
- Phyrexian Dreadnought 8.00
- Phyrexian Purge 3.00
- Phyrexian Tribute 3.00
- Phyrexian Vault 1.00
- Political Trickery 5.00
- Polymorph 5.00
- Preferred Selection 4.50
- Prismatic Boon 1.00
- Prismatic Lace 3.00
- Psychic Transfer 5.50
- Purgatory 4.00
- Purraj of Urborg 4.00
- Radiant Essence 1.00
- Rashida Scalebane 5.00
- Ravenous Vampire 1.00
- Razor Pendulum 5.00
- Reckless Embermage 4.00
- Reflect Damage 5.00
- Reign of Chaos 1.00
- Reign of Terror 1.00
- Reparations 5.00
- Rock Basilisk 4.00
- Rocky Tar Pit 1.00



TOP 10 HOTTEST CARDS

2) Dual Lands

Two colors in one land. That's like Reese's Peanut Butter Cups, Doublemint Gum, Cracker Jacks and prizes, Oreos, peanut butter and jelly sandwiches, Clamato juice... okay, we're getting out of hand here. Let's move on to number one.

- Roots of Life 1.00
- Sacred Mesa 12.00
- Sand Golem 1.00
- Savage Twister 1.50
- Sawback Manticore 3.50
- Sealed Fate 1.50
- Seeds of Innocence 4.00
- Shadowbane 1.00
- Shallow Grave 5.00
- Shauku's Minion 1.00
- Shauku, Endbringer 4.00
- Shimmer 5.50
- Sidar Jabari 4.00
- Sirocco 1.00
- Sky Diamond 2.00
- Soul Echo 4.50
- Soul Rend 1.00
- Spatial Binding 1.00
- Spectral Guardian 4.50
- Spirit of the Night 7.50
- Stupor 1.50
- Subterranean Spirit 4.00
- Sunweb 4.00
- Superior Numbers 1.00
- Suq'Ata Firewalker 1.00
- Tainted Specter 4.00
- Taniwha 5.00
- Teeka's Dragon 7.50
- Teferi's Imp 3.50
- Teferi's Isle 3.50
- Telim'Tor 3.00
- Telim'Tor's Darts 1.00
- Telim'Tor's Edict 3.00
- Tidal Wave 1.00
- Tombstone Stairwell 5.00
- Torrent of Lava 4.00
- Tropical Storm 1.00
- Uktabi Wildcats 4.50
- Unerring Sling 1.00
- Unfulfilled Desires 5.00
- Unseen Walker 1.00
- Unyaro Bee Sting 1.00
- Unyaro Griffin 1.00
- Vaporous Djinn 1.00
- Ventifact Bottle 4.00
- Vigilant Martyr 1.00
- Vitalizing Cascade 1.00
- Volcanic Dragon 9.00
- Volcanic Geyser 2.00
- Waiting in the Weeds 5.00
- Warping Wurm 4.00
- Wave Elemental 1.00
- Wellspring 3.50
- Wildfire Emissary 1.00
- Windreaper Falcon 1.00
- Withering Boon 1.00
- Worldly Tutor 1.50
- Yare 3.50
- Zebra Unicorn 1.50
- Zhalfirin Commander 1.00
- Zirilan of the Claw 5.00
- Zombie Mob 1.00
- Zuberi, Golden Feather 5.00

VISIONS

WIZARDS OF THE COAST- 1997

Full Set (167 cards) 175.00
Booster Pack (15 cards) 2.50
Booster Box (36 packs) 80.00
Commons 10

- Aku Djinn 6.00
- Anvil of Bogardan 6.00
- Archangel 7.00
- Army Ants 1.00
- Blanket of Night 2.50
- Bogardon Phoenix 3.50
- Brass-Talon Chimera 50
- Breathsteeler's Crypt 5.00
- Brood of Cockroaches 1.00
- Chronatog 6.00
- City of Solitude 10.00
- Coral Atoll 75
- Corrosion 3.00
- Creeping Mold 1.00
- Daraja Griffin 75
- Desertion 8.00
- Desolation 75
- Diamond Kaleidoscope 3.50
- Dormant Volcano 75
- Dragon Mask 75
- Dream Tides 75
- Elephant Grass 1.50
- Elkin Lair 4.00
- Equipoise 5.00
- Everglades 75
- Eye of Singularity 4.50
- Femeref Enchantress 3.50
- Firestorm Hellkite 8.00
- Flooded Shoreline 4.00
- Forbidden Ritual 4.50
- Foreshadow 75
- Goblin Recruiter 75
- Griffin Canyon 4.00
- Guiding Spirit 4.00
- Heat Wave 75
- Helm of Awakening 75
- Honorable Passage 1.00
- Hulking Cyclops 75
- Iron-Heart Chimera 75
- Juju Bubble 1.00
- Jungle Basin 75
- Kaervek's Spite 4.50
- Karoo 75
- Katabatic Winds 4.00
- Kookus 5.00
- Kyscu Drake 75
- Lead-Belly Chimera 50
- Lichenthrope 3.00
- Lightning Cloud 5.00
- Longbow Archer 1.50
- Magma Mine 3.00
- Maptop Golem 75
- Miraculous Recovery 1.50
- Mob Mentality 75
- Mundungu 75
- Natural Order 6.00
- Necromancy 1.00
- Necrosavant 4.00
- Nekrataal 2.50
- Ogre Enforcer 5.00
- Ovinomancer 1.00
- Peace Talks 1.00
- Phyrexian Marauder 4.00
- Pillar Tombs of Aku 6.00
- Prosperity 3.00
- Pygmy Hippo 4.50
- Quicksand 1.00
- Quirion Druid 4.00
- Rainbow Efreet 6.00
- Relentless Assault 10.00
- Relic Ward 75
- Retribution of the Meek 4.00
- Righteous War 4.00
- Rowen 4.00
- Sands of Time 4.00
- Scalebane's Elite 75
- Shimmering Efreet 75

WENT UP | WENT DOWN | HEAVILY TRADED

IQ price guide

- Simoon .75
- Snake Basket 6.50
- Spitting Drake .75
- Squandered Resources 5.00
- Stampeding Wildebeests 1.00
- Suleiman's Legacy 4.00
- Summer Bloom 1.25
- Suq-Ata Assassin .75
- Talruum Piper .75
- Teferi's Honor Guard .75
- Teferi's Puzzle Box 5.50
- Teferi's Realm 4.00
- Tempest Drake 1.50
- Three Wishes 5.00
- Time and Tide .75
- Tin-Wing Chimera .50
- Tithe 5.00
- Triangle of War 3.50
- Uktabi Orangutan .75
- Undiscovered Paradise 7.00
- Vampiric Tutor 12.00
- Vampirism .75
- Viashino Sandstalker 1.50
- Viashivan Dragon 9.75
- Wand of Denial 7.00
- Waterspout Djinn 1.00
- Wind Shear .75
- Zhalfirin Crusader 5.00

WEATHERLIGHT

WIZARDS OF THE COAST- 1997

Full Set (167 cards) 180.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 90.00
Commons .10

- Abduction 1.00
- Abeyance 5.00
- Aboroth 6.50
- Æther Flash 2.00
- Agonizing Memories 1.00
- Alabaster Dragon 7.50
- Ancestral Knowledge 7.00
- Arctic Wolves 1.00
- Argivian Find 1.00
- Argivian Restoration 1.00
- Aura of Silence 1.00
- Avizoa 4.50
- Barishi 1.00
- Bone Dancer 4.00
- Bosium Strip 7.00
- Bubble Matrix 6.00
- Buried Alive 1.00
- Call of the Wild 5.00
- Chimeric Sphere 1.00
- Cinder Giant 1.00
- Circling Vultures 1.00
- Cloud Djinn 1.25
- Cone of Flame 1.00
- Debt of Loyalty 5.00
- Dense Foliage 6.00
- Desperate Gambit 1.00
- Dingus Staff 1.50
- Doomsday 7.00
- Downdraft 1.00
- Dwarven Thaumaturgist 4.00
- Ertai's Familiar 5.00
- Fallow Wurm 1.00
- Familiar Ground 1.00
- Fervor 7.00
- Festering Evil 1.00
- Firestorm 7.50
- Forisyian Brigade 1.00
- Fungus Elemental 5.50
- Gaea's Blessing 2.50
- Gallowbraid 5.00
- Gemstone Mine 3.00
- Gerrard's Wisdom 1.00
- Goblin Bomb 6.00
- Goblin Grenadiers 1.00
- Heart of Bogardan 6.00
- Heat Stroke 5.00
- Hidden Horror 1.00
- Hurloon Shaman 1.00
- Infernal Tribute 6.00
- Inner Sanctum 5.00
- Jabari's Banner 1.00
- Lava Hounds 1.00
- Liege of the Hollows 5.00
- Llanowar Behemoth 1.00
- Lotus Vale 12.00
- Mana Web 6.00
- Maraxus of Keld 7.00
- Master of Arms 1.00
- Mischievous Poltergeist 1.00
- Mistmoon Griffin 1.00
- Morinfen 5.00
- Mwonvuli Ooze 4.00
- Nature's Resurgence 4.50
- Necratog 1.00
- Noble Benefactor 1.00
- Null Rod 5.00
- Odylic Wraith 1.50
- Orcish Settlers 2.50
- Paradigm Shift 5.00
- Peacekeeper 6.00
- Pendrell Mists 6.50
- Phantom Warrior 2.00
- Phyrexian Furnace 1.00
- Psychic Vortex 4.00
- Releam 2.00
- Revered Unicorn 1.00
- Roc Hatchling 1.00
- Scorched Ruins 6.00
- Serenity 6.00
- Serra's Blessing 2.50
- Serrated Biskelion 1.00
- Southern Paladin 7.00
- Steel Golem 1.00
- Strands of Night 1.00
- Straw Golem 1.00
- Sylvan Hierophant 1.00
- Tariff 5.00
- Teferi's Veil 1.00
- Thran Forge 1.00
- Thran Tome 4.50
- Thundermare 9.00
- Timid Drake 1.00
- Tolarian Entrancer 5.00
- Tolarian Serpent 5.00
- Touchstone 1.00
- Tranquil Grove 7.00
- Urborg Justice 4.50
- Urborg Stalker 4.00
- Veteran Explorer 1.00
- Vodalian Illusionist 2.00
- Volunteer Reserves 1.50
- Wave of Terror 5.00
- Well of Knowledge 6.00
- Winding Canyon 6.00
- Xanthic Statue 5.00

TEMPEST

WIZARDS OF THE COAST- 1997

Full Set (335 cards) 300.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 100.00
Starter Deck (60 cards) 9.00
Starter Box (12 decks) 90.00
Starter Box (12 decks–pre-constructed) 75.00
Commons .10

- Abandon Hope 1.50
- Advance Scout .15
- Aftershock .15
- Altar of Dementia 6.00
- Aluren 6.50
- Ancient Runes 1.00
- Ancient Tomb 1.50
- Angelic Protector 1.50
- Anoint .15
- Apes of Rath 1.25
- Apocalypse 7.00
- Armor Sliver 1.25
- Armored Pegasus .15
- Auratog 4.00
- Avenging Angel 5.00
- Barbed Sliver 1.50
- Bayou Dragonfly .15
- Bellowing Fiend 4.00
- Benthic Behemoth 4.50
- Blood Frenzy .15
- Blood Pet .15
- Boil 1.50
- Booby Trap 10.00
- Bottle Gnomes 1.00
- Bounty Hunter 6.00
- Broken Fall .15
- Caldera Lake 5.00
- Canopy Spider .15
- Canyon Drake 3.25
- Canyon Wildcat .15
- Capsize .15
- Carrionette 4.00
- Chaotic Goo 3.75
- Charging Rhino 1.50
- Chill 2.00
- Choke 2.00
- Cinder Marsh 1.25
- Circle of Protection: Black .15
- Circle of Protection: Blue .15
- Circle of Protection: Green .15
- Circle of Protection: Red .15
- Circle of Protection: Shadow .15
- Circle of Protection: White .15
- Clergy en-Vec .15
- Clot Sliver .15
- Cloudchaser Eagle .15
- Coercion .15
- Coffin Queen 5.00
- Coiled Tinviper .15
- Cold Storage 4.00
- Commander Greven il-Vec 9.00
- Corpse Dance 5.00
- Counterspell .15
- Crazed Armodon 4.00
- Crown of Flames .15
- Cursed Scroll 6.00
- Dark Banishing .15
- Dark Ritual .15
- Darkling Stalker .15
- Dauthi Embrace 2.00
- Dauthi Ghoul 1.50
- Dauthi Horror .15



TOP 10 HOTTEST CARDS

1) Time Warp

A bend or fluctuation in space which distorts the indefinite continuous duration in which events succeed one another. A science-fiction hypothesis which allows travel to... Oh, Time Warp the *Magic* card. Uh, let's see... It's blue. Text says you get an extra turn. That's probably good, right?

- Dauthi Marauder .15
- Dauthi Mercenary 1.25
- Dauthi Mindripper 1.00
- Dauthi Slayer .15
- Deadshot 5.00
- Death Pits of Rath 6.50
- Diabolic Edict .15
- Dirtcowl Wurm 7.00
- Disenchant .15
- Dismiss 1.25
- Disturbed Burial .15
- Dracoplasm 6.00
- Dread of Night 2.00
- Dream Cache .15
- Dregs of Sorrow 5.00
- Duplicity 5.00
- Earthcraft 5.00
- Echo Chamber 5.50
- Eladamri, Lord of Leaves 8.00
- Eladamri's Vineyard 8.00
- Elite Javelineer .15
- Elven Warhounds 4.50
- Elvish Fury .15
- Emerald Medallion 5.00
- Emmessi Tome 4.50
- Endless Scream .15
- Energizer 5.00
- Enfeeblement .15
- Enraging Licid 1.25
- Ertai's Meddling 3.75
- Escaped Shapeshifter 6.00
- Essence Bottle 1.00
- Evincar's Justice .15
- Excavator 1.25
- Extinction 4.00
- Fevered Convulsion 4.50
- Field of Souls 5.00
- Fighting Drake 1.25
- Firefly 1.25
- Firesinger .15
- Flailing Drake 1.00
- Flickering Ward 1.50
- Flowstone Giant .15
- Flowstone Salamander .75
- Flowstone Sculpture 5.00
- Flowstone Wyvern 4.00
- Fool's Tome 4.50
- Forest .15
- Frog Tongue .15
- Fugitive Druid 4.00
- Furnace of Rath 8.00
- Fylamarid 1.25
- Gallantry 1.00
- Gaseous Form .15
- Gerrard's Battle Cry 5.00
- Ghost Town 1.25
- Giant Crab .15
- Giant Strength .15
- Goblin Bombardment 1.50
- Gravedigger .15
- Grindstone 8.00
- Hand to Hand 4.00
- Hanna's Custody 4.25
- Harrow 1.00
- Havoc 2.00
- Heart Sliver .15
- Heartwood Dryad .15
- Heartwood Giant 4.50
- Heartwood Treefolk 1.00
- Helm of Possession 7.50
- Hero's Resolve .15
- Horned Sliver 1.50
- Horned Turtle .15
- Humility 6.50
- Imps' Taunt 2.00
- Insight 1.25
- Interdict 3.00
- Intuition 5.00
- Invulnerability 1.00
- Island .15
- Jackal Pupp 1.00
- Jet Medallion 5.00
- Jinxed Idol 6.00
- Kezzerdrix 3.50
- Kindle .15
- Knight of Dawn 2.00
- Knight of Dusk 1.50
- Krakilin 3.00
- Leeching Licid 1.25
- Legacy's Allure 2.50
- Legerdemain 1.50
- Light of Day 2.00
- Lightning Blast .15
- Lightning Elemental .15
- Living Death 5.00
- Lobotomy 3.00
- Lotus Petal 1.00
- Lowland Giant .15
- Maddening Imp 4.00
- Magmasaur 4.50
- Magnetic Web 5.00
- Mana Severance 5.00
- Manakin .15
- Manta Riders .15
- Marble Titan 4.00
- Marsh Lurker .15
- Master Decoy .15
- Mawcor 4.00
- Maze of Shadows 1.50
- Meditate 10.00
- Metallic Sliver .15
- Mindwhip Sliver 1.25
- Minion of the Wastes 5.00
- Mirri's Guile 5.00
- Mnemonic Sliver 1.50
- Mogg Canon .75
- Mogg Conscripts .15
- Mogg Fanatic .15
- Mogg Hollows 1.25
- Mogg Raider .15
- Mogg Squad 1.25
- Mongrel Pack 4.50
- Mountain .15
- Mounted Archers .15
- Muscle Sliver .15
- Natural Spring .15
- Nature's Revolt 6.00
- Needle Storm 1.50
- No Quarter 4.00
- Nurturing Licid 1.25

Key

ARTIFACT | BLACK | BLUE | GOLD | GREEN | RED | WHITE | LAND

COMMON | UNCOMMON | RARE

- Opportunist 1.00
- ☆ Oracle en-Vec 5.00
- ☆ Orim, Samite Healer 5.00
- Orim's Prayer .75
- Overrun 2.50
- Pacifism .15
- ★ Pallimud 4.00
- Patchwork Gnomes .75
- ☆ Pearl Medallion 5.00
- ☆ Pegasus Refuge 6.00
- Perish 1.00
- ☆ Phyrexian Grimoire 4.00
- Phyrexian Hulk 1.00
- Phyrexian Splicer 1.25
- Pincher Beetles .15
- ★ Pine Barrens 5.50
- Pit Imp .15
- Plains .15
- Power Sink .15
- ☆ Precognition 5.25
- Propaganda 2.00
- Puppet Strings 2.00
- Quickening Licid 1.25
- Rain of Tears 2.00
- Rampant Growth .15
- Ranger en-Vec 2.00
- ★ Rathi Dragon 12.00
- Rats of Rath .15
- Reality Anchor .15
- Reanimate 1.75
- Reap 1.00
- Reckless Spite 1.25
- ☆ Recycle 6.00
- ★ Reflecting Pool 12.00
- Renegade Warlord 1.25
- Repentance 2.00
- Respite .15
- Rolling Thunder .15
- ☆ Root Maze 5.00
- Rootbreaker Wurm .15
- Rootwalla .15
- Rootwater Depths 1.25
- Rootwater Diver 1.00
- Rootwater Hunter .15
- ☆ Rootwater Matriarch 4.50
- ☆ Rootwater Shaman 3.75
- ☆ Ruby Medallion 5.00
- ☆ Sacred Guide 4.00
- Sadistic Glee .15
- ☆ Safeguard 4.00
- ★ Salt Flats 5.50
- Sandstone Warrior .15
- ☆ Sapphire Medallion 5.00
- Sarcomancy 4.00
- ★ Scabland 5.50
- ☆ Scalding Tongs 5.00
- ★ Scorched Earth 4.50
- Scragnoth 3.50
- Screeching Harpy .75
- ☆ Scroll Rack 7.00
- Sea Monster .15
- Searing Touch 1.00
- Seeker of Skybreak .15
- Segmented Wurm 1.25
- Selenia, Dark Angel 6.00
- Serene Offering 1.25
- Servant of Volrath .15
- Shadow Rift .15
- Shadowstorm 1.50
- Shatter .15
- Shimmering Wings .15
- ★ Shocker 6.00
- Sky Spirit 2.00
- Skyshroud Condor 1.00
- Skyshroud Elf .15
- ★ Skyshroud Forest 5.50
- Skyshroud Ranger .15
- Skyshroud Troll .15
- Skyshroud Vampire 1.25
- Soltari Crusader 1.00
- ☆ Soltari Emissary 5.00
- Soltari Foot Soldier .15
- Soltari Guerrillas 5.00
- Soltari Lancer .15
- Soltari Monk 1.25
- Soltari Priest 1.25
- Soltari Trooper .15
- Souldrinker 1.25
- Spell Blast .15
- Spike Drone .15
- Spinal Graft .15
- ☆ Spirit Mirror 6.00
- Spontaneous Combustion 3.00
- Squee's Toy .15
- Stalking Stones 2.00
- ★ Storke of Rath 3.50
- ☆ Static Orb 6.00
- Staunch Defenders 1.00
- Steal Enchantment 3.00
- Stinging Licid 1.00
- Stone Rain .15
- Storm Front .75
- Stun .15
- Sudden Impact 2.00
- Swamp .15
- Tahngarth's Rage 1.00
- Talon Sliver .15
- Telethopter .75
- Thalakos Dreamsower 1.25
- Thalakos Lowlands 1.25
- Thalakos Merfolk .15
- Thalakos Seer .15
- Thalakos Sentry .15
- ☆ Thumbscrews 4.00
- Time Ebb .15
- ★ Time Warp 12.00
- Tooth and Claw 4.00
- ☆ Torture Chamber 4.00
- ★ Tradewind Rider 4.00
- Trained Armodon .15
- Tranquility .15
- Trumpeting Armodon 1.00
- Twitch .15
- ★ Unstable Shapeshifter 5.00
- Vec Township .75
- ★ Verdant Force 6.50
- Verdigris .75
- Vhat il-Dal 6.00
- Volrath's Curse .15
- Wall of Diffusion .15
- Warmth 2.00
- Wasteland 3.00
- Watchdog 1.25
- ★ Whim of Volrath 4.50
- Whispers of the Muse 2.00
- Wild Wurm 1.25
- Wind Dancer 1.75
- Wind Drake .15
- ☆ Winds of Rath 5.00
- Winged Sliver .15
- Winter's Grasp .75
- Wood Sage 4.00
- Worthy Cause 1.00

PROMOTIONAL CARDS

- ★ Arena 5.00
- ★ Giant Badger 5.00
- ☆ Mana Crypt 20.00
- ★ Nalathni Dragon 4.50
- ★ Sewers of Estark 5.00
- ★ Windseeker Centaur 4.50

FACTORY SETS

M:TG Beta Factory Set (363 cards) $200.00
This set is known as the "Domestic Edition." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal. 10,000 printed.

M:TG Beta International Factory Set (363 cards) $200.00
Known as the "International Edition," this set is the same as above except the cards have "International Collectors Editon" on them. Cards are also not tournament legal. 5,000 printed.

M:TG Pro Tour Collector Set $100.00
This set contains the eight top decks from the NYC tournament in a special slipcase. There are 720 cards in total. 20,000 printed.

HEY *MAGIC* FANS! Want more *Magic*? Turn to page 32 for the top decks of all time!



WENT UP | WENT DOWN | HEAVILY TRADED

INQUEST price guide

BATTLETECH
WIZARDS OF THE COAST—1996

Full Set (293 cards)		$280.00
Starter Deck (60 cards)		10.00
Starter Box (12 decks)		100.00
Booster Pack (15 cards)		3.00
Booster Box (36 packs)		95.00
Unlisted Commons		.10
Unlisted Uncommons		.25
Alex Mallory	R	7.50
Arms Reduction	R	5.00
Arrow IV Battery	U	1.00
Atlas, AS7-K	R	5.00
Axman, AXM-1N	R	5.00
Bearer of McKennsy Hammer	R	6.00
Bjorn Jorgensson	R	12.00
Candace Liao	R	8.50
Communications Failure	R	4.50
ComStar Bank Account	U	1.00
Contract w/Gray Death Legion	R	5.00
Contract with Wolf's Dragoons	R	5.50
Coventry Metal Works	V	2.50
Crockett, CRK-5003-1	U	1.00
Culling	R	4.50
Daisha A, Dire Wolf	R	15.00
Death Commando Strike	R	4.50
Death From Above	U	1.00
DEST Pilot	R	4.50
Dragonfly A, Viper	R	4.00
Dragonfly B, Viper	U	1.00
Dragonfly C, Viper	U	1.00
Dragonfly D, Viper	U	1.00
Dragonfly Prime, Viper	U	1.00
Effective Groundwork	U	1.00
Elias Crichell	R	6.50
Elite Infantry	R	4.50
Elite MechWarrior	U	1.00
Evantha Fetladral	R	5.00
Exterminator, EXT-4D	U	1.00
Falcon, FLC-4P	U	1.00
Fenris A, Ice Ferret	U	1.00
Firestarter, FS9-S	R	5.50
Flashman, FLS-8K	R	4.50
Galen Cox	R	7.50
Gladiator B, Executioner	R	5.50
Gray Death Pilot	U	1.00
Grayson Death Carlyle	R	8.50
Guerrilla Support	R	5.00
Guillotine, GLT-5M	R	4.00
Hanse Davion "The Fox"	R	9.50
Heavy Industry	V	2.50
Highlander, HGN-732 •	R	5.00
Hoplite, HOP-4D	R	4.50
ISF Counterespionage	R	4.50
Jaime Wolf	R	8.50
Jump Into Cover	U	2.00
Justin Xiang Allard	R	9.00
Kai Allard-Liao	R	11.00
Koshi A, Mist Lynx	R	5.00
Koshi C, Mist Lynx	R	4.50
Koshi D, Mist Lynx	U	1.00
Lancelot, LNC25-01	R	4.50
Leo Showers	R	6.00
Luck of the Fox	R	4.50
Mad Cat A, Timber Wolf	U	1.00
Mad Cat B, Timber Wolf	U	1.00
Mad Cat C, Timber Wolf	R	4.50
Mad Cat D, Timber Wolf	U	1.00
Man O' War A, Gargoyle	R	4.50
Man O' War B, Gargoyle	R	4.50
Man O' War C, Gargoyle	R	4.00
Manipulation of Romano	R	4.50
Marik Arms Trade	V	2.50
Marissa Morgan	R	7.00
Masakari C, Warhawk	R	5.00
Masakari Prime, Warhawk	R	5.00
Maskirovka Operatives	R	4.50
Mauler, MAL-1R	R	4.50
Melissa Steiner Davion	R	10.00
Mongoose, MON-66	U	1.00
Morgan Hasek-Davion	R	7.50
Morgan Kell	R	9.00
NAIS	V	2.50
Natasha Kerensky	R	14.00
Open Supply Lines	R	4.50
Operation Advisory Council	U	1.00
Orion, ON1-K	R	4.50
Perimeter Alarm	R	4.50
Phelan	R	9.00
Pryde's Pride	R	4.50
Puma C, Adder	U	1.00
Rampage!	R	4.50
Rapid Cool-Down	U	1.00
Raven, RVN-3L	U	1.00
Reassigned Pilot	R	4.00
Report from the Watch	R	4.50
Retrofitted Laser System	U	1.00
Romano Liao	R	7.00
Rookie Pilot	R	4.50
Ryoken A, Stormcrow	U	1.00
Ryoken D, Stormcrow	U	1.00
Sabotaged Heat Sinks	R	4.50
Sabotaged Missiles	R	4.50
Sacrifice for the Dragon!	R	4.50
SAFE Report	R	4.00
Salvage Strike Crew	U	1.00
Satchel Charges	R	4.50
Scrounger Crew	V	2.50
Shogun, SHG-2F	R	5.00
Silver Sunburst Pilot	R	4.00
Spider, SDR-5V	U	.75
Steal 'Mech	R	4.50
Subhash Indrahar	R	6.00
Sun Zhang Academy	V	2.50
Takashi Kurita	R	10.00
Teachings of Unfinished Book	R	4.00
Theodore Kurita	R	7.50
Think Tank	V	2.00
Thomas Marik	R	8.00
Thor B, Summoner	R	4.50
Tsen Shang	R	5.00
Uller C, Kit Fox	R	4.50
Victor Steiner-Davion	R	8.00
Vulture B, Mad Dog	R	5.00
Wolf's Dragoons Pilot	U	1.00
Wyvern, WVE-5N	R	5.00

MIDDLE-EARTH: THE WIZARDS LIMITED EDITION
IRON CROWN ENTERPRISES—1995

Full Set (484 cards)		$325.00
Starter Deck (76 cards)		10.00
Starter Box (10 decks)		95.00
Booster Pack (15 cards)		3.50
Booster Box (36 packs)		100.00
Unlisted Common cards		.20
Unlisted Common sites		.25
Unlisted Common characters		.25
Unlisted Uncommon cards		.75
Unlisted Rare cards		4.00

Pr rarity denotes promo.

Adunaphel	R	10.00
Agburanar	R	8.00
Akhôrahil	R	10.00
Align Palantír	U	1.50
Arkenstone, The	R	8.00
Army of the Dead	R	7.00
Assassin	R	8.00
Balance of Things, The	R	7.00
Balrog of Moria	R	10.00
Bane of the Ithil-stone	R	8.50
Barad-dûr	R	6.50
Bilbo	R	13.00
Black Arrow	Pr	4.00
Burden of Time, The	U	1.00
Call of the Sea	U	1.50
Cirdan	R	9.00
Cirith Ungol	R	4.50
Cock Crows, The	U	1.50
Daelomin	R	6.50
Dáin II	R	7.50
Dwar of Waw	R	8.00
Dw. Ring of Barin's Tribe	R	6.00
Dw. Ring of Bavor's Tribe	R	6.00
Dw. Ring of Oruin's Tribe	R	6.00
Dw. Ring of Durin's Tribe	R	6.50
Dw. Ring of Dwalin's Tribe	R	6.00
Dw. Ring of Thelor's Tribe	U	3.00
Dw. Ring of Thrár's Tribe	U	3.00
Elf-song	R	7.50
Elrond	R	8.00
Eye of Sauron	R	7.50
Fair Travels in Dark-domains	R	5.50
Fair Travels in Free-domains	R	5.50
Fell Beast	R	7.50
Frodo	R	12.50
Fury of The Iron Crown	Pr	3.00
Galadriel	R	10.00
Gamling the Old	U	1.50
Ghân-buri-Ghân	U	1.50
Glamdring	U	1.50
Glittering Caves	U	1.50
Glóin	U	1.50
Goldberry	U	2.00
Gollum's Fate	R	7.50
Great Eagles, The	U	1.50
Great Ship	R	6.50
Hillmen	U	1.50
Hoarmurath of Dir	R	10.00
Hobbits	R	9.00
Huorn	U	.75
Imrahil	U	1.00
Indur Dawndeath	R	8.00
Iron Crown, The	Pr	3.00
Isles of the Dead that Live	R	6.50
Khamûl the Easterling	R	10.00
Knights of Dol Amroth	U	1.50
Lossoth	U	1.50
Magic Ring of Courage	U	1.50
Magic Ring of Lore	U	1.50
Magic Ring of Nature	U	1.50
Magic Ring of Stealth	U	1.50
Magic Ring of Words	U	1.50
Merry	U	1.50
Mithril-coat, The	R	7.50
Moon	U	1.50
Morannon	R	8.00
Morgul-horse	R	8.00
Morgul-knife	R	7.50
Morgul Night	R	8.00
Mount Doom	U	1.50
Mount Gundabad	U	1.50
Mouth of Sauron	R	10.00
Narsil	U	1.50
Narya	R	7.50
Nazgûl are Abroad, The	R	7.50
Neeker- Breekers	Pr	2.50
Nenya	R	7.00
Old Man Willow	U	1.50
Old Thrush, The	U	1.50
Olog-hai (Trolls)	U	1.50
One Ring, The	R	42.00
Orcrist	U	1.50
Ost-in-Edhil	U	1.50
Palantír of Elostirion	U	1.50
Palantír of Minas Tirith	U	1.50
Palantír of Orthanc	U	1.50
Pale Sword, The	R	8.00
Precious, The	R	8.00
Pûkel-men	R	5.00
Quickbeam	U	1.50
Quiet Lands	U	1.50
Ren the Unclean	R	8.50
Roäc the Raven	R	5.50
Rogrog	R	5.50
Sacrifice of Form	R	10.00
Secret Entrance	R	6.50
Shadowfax	R	7.00
Shelob	R	10.00
Shelob's Lair	R	7.50
Siege	R	7.50
Silent Watcher	R	5.50
Smaug	R	11.50
Thief	R	7.50
Thorin II	R	7.25
Tom (Tuma)	U	2.00
Torque of Hues	U	1.50
Traitor	R	8.00
True Fána	R	8.00
Uvatha the Horseman	R	10.00
Vale of Erech	R	6.00
Vilya	R	6.00
White Tree, The	R	6.50
Will of Sauron, The	R	9.00
Will of the Ring, The	R	6.00
Witch-king of Angmar	R	10.00
Wizard's Fire	R	6.00
Wizard's Flame	U	2.00
Wizard's Laughter	U	1.50
Wizard's River-horses	U	2.00
Words of Power and Terror	R	6.50

PORTAL
WIZARDS OF THE COAST, 1997

Full Set (215 cards)		145.00
Starter Deck (86 cards)		$9.00
Starter Box (12 decks)		90.00
Booster Pack (16 cards)		3.00
Booster Box (36 packs)		90.00
Unlisted Common cards		.10
Unlisted Uncommons		.50
Unlisted Rare cards		2.00
Alabaster Dragon	R	5.00
Alluring Scent	R	3.00
Ancestral Memories	R	5.00
Archangel	R	8.00
Armageddon	R	15.00
Balance of Power	R	5.00
Blessed Reversal	R	4.00
Blinding Light	R	3.00
Cruel Bargain	R	3.00
Cruel Fate	R	5.00
Cruel Tutor	R	5.00
Devastation	R	7.00
Djinn of the Lamp	R	5.00
Dread Charge	R	4.00
Dread Reaper	R	4.00
Earthquake	R	5.00
Ebon Dragon	R	6.00
Final Strike	R	5.00
Fire Dragon	R	6.00
Fire Tempest	R	4.00
Forked Lightning	R	5.00
Gift of Estates	R	3.00
Harsh Justice	R	4.00
King's Assassin	R	6.00
Last Chance	R	5.00
Mercenary Knight	R	3.00
Natural Order	R	5.00
Nature's Cloak	R	4.00
Pillaging Horde	R	10.00
Primeval Force	R	5.00
Prosperity	R	5.00
Serpent Assassin	R	4.00
Spiritual Guardian	R	4.00
Stern Marshal	R	3.00
Summer Bloom	R	3.50
Sylvan Tutor	R	3.00
Taunt	R	3.50
Temporary Truce	R	3.00
Thing from the Deep	R	5.00
Thundering Wurm	R	4.00
Thundermare	R	7.00
Treetop Defense	R	3.50
Volcanic Dragon	R	6.50
Wicked Pact	R	3.00
Wrath of God	R	20.00

STAR TREK: THE NEXT GENERATION UNLIMITED
DECIPHER—1994

Full Set (363 cards)		$250.00
Starter Deck (60 cards)		8.00
Starter Box (12 decks)		80.00
Booster Pack (15 cards)		2.75
Booster Box (36 packs)		80.00
Unlisted Common cards		.15
Unlisted Common Personnel cards		.50
Unlisted Uncommons		.75

Cards are white-bordered.

Albert Einstein	R	5.50
Alidar Jarok	R	4.50
Alien Groupie	R	4.00
Alyanna Nechayev	R	5.00
Ancient Computer	R	3.50
Anti-Time Anomaly	R	3.50
Armus—Skin of Evil	R	5.00
Avert Disaster	R	4.00
B'Etor	R	8.50
Barclay's Protoplasmic Disease	R	5.00
Betazoid Gift Box	R	6.50
Beverly Crusher	R	15.50
Borg Ship	R	8.50
Bynars Weapon Enhancement	R	5.00
Crosis	R	6.50
Crystalline Entity	R	5.00
Cultural Observation	R	4.00
Cytherians	R	4.00
Data	R	30.00
Deanna Troi	R	15.00
Devil, The	R	4.50
Devoras	R	6.00
Dr. La Forge	R	5.00
Dr. Leah Brahms	R	5.00
Duras	R	6.00
Evaluate Terraforming	R	4.00
Explore Black Cluster	R	3.50
Explore Dyson Sphere	R	3.50
Explore Typhone Expanse	R	3.50
Extraction	R	3.50
Geordi La Forge	R	20.00
Goddess of Empathy	R	5.00
Gowron	R	10.00
Haakona	R	6.00
Honor Challenge	R	5.00
Horga'hn	R	8.00
Hugh	R	6.00
Hunt for DNA Program	R	4.00
I.K.C. Bortas	R	6.50
I.K.C. Buruk	R	5.50
I.K.C. Hegh'ta	R	6.00
I.K.C. Pogh	R	6.00

key: WENT UP | WENT DOWN | HEAVILY TRADED

I.K.C. Qu'Vat	R	5.00
Icania Investigation	R	4.00
Interphase Generator	R	6.50
Investigate Alien Probe	R	4.00
Investigate Disappearance	R	4.00
Investigate Disturbance	R	4.00
Investigate Massacre	R	3.50
Investigate Raid	R	3.50
Investigate Rogue Comet	R	3.50
Investigate "Shattered Space"	R	3.50
Investigate Sighting	R	3.50
Investigate Time Continuum	R	3.50
Jaglon Shrek–Info Broker	R	5.00
Jean-Luc Picard	R	32.00
Kahless	R	4.50
Kargan	R	5.50
K'Ehleyr	R	5.00
Kevin Uxbridge	U	1.00
Khazara	R	6.00
Khitomer Research	R	3.50
Kivas Fajo–Collector	U	1.00
Klingon Death Yell	R	4.00
Ktarian Game	R	4.25
Kurak	R	6.00
Kurlan Naikos	R	7.00
Kurn	R	6.00
Leah Brahms	R	5.50
Lore Returns	R	6.50
Lore's Fingernail	R	5.50
Lursa	R	8.00
Lwaxanna Troi	R	8.50
Medical Relief	R	4.00
Mendak	R	5.00
Morgan Bateson	R	5.00
Nagilum	R	4.00
Neelo Daren	R	5.00
New Contact	R	4.00
Pegasus Search	R	4.00
Pi	R	5.00
Q	R	8.00
Reginald Barclay	R	6.00
Richard Galen	R	5.50
Ro Laren	R	7.00
Roga Danar	R	8.00
Sarek	R	6.50
Sarjenka	R	4.00
Sarthong Plunder	R	4.00
Satelk	R	5.00
Seek Life-form	R	3.50
Selo	R	6.50
Shelby	R	5.50
Sir Isaac Newton	R	5.50
Study "Hole in Space"	R	3.50
Study Lonka Pulsar	R	4.00
Study Nebula	R	3.50
Supernova	R	5.50
Survey Mission	R	3.50
Tam Elbrun	R	6.00
Tasha Yar	R	10.50
Temporal Causality Loop	R	4.50
Thomas Riker	R	14.50
Thought Maker	R	7.50
Time Travel Pod	R	7.50
Tomalak	R	5.50
Toreth	R	5.00
Tox Uthat	R	7.00
Tsiolkovsky Infection	R	4.00
U.S.S. Brittain	R	6.00
U.S.S. Enterprise	R	25.00
U.S.S. Hood	R	7.00
U.S.S. Phoenix	R	7.00
U.S.S. Yamato	R	8.50
Varon-T Disruption	R	7.00
Vash	R	7.00
Vulcan Stone of Gol	R	7.00
Warp Core Breach	R	4.50
Wesley Crusher	R	15.00
William T. Riker	R	22.00
Wind Dancer	R	4.00
Worf	R	22.00
Wormhole Negotiations	R	4.00

STAR TREK: THE NEXT GENERATION LIMITED

DECIPHER–1995

Full Set (363 cards)	$700.00
Starter Deck (60 cards)	15.00
Starter Box (12 decks)	150.00
Booster Pack (15 cards)	6.00
Booster Box (36 packs)	175.00

Cards are black-bordered.

Single cards are worth 30% to 40% more than unlimited equivalents.

ALTERNATE UNIVERSE EXPANSION

Full Set (122 cards, not including "Future Enterprise")	$135.00
Booster Pack (15 cards)	.3.00
Booster Box (36 packs)	.80.00
Unlisted Common cards	.10
Unlisted Common Personnel cards	.25
Unlisted Uncommon cards	.75
Unlisted Rare cards	3.00

Berlingoff Rasmussen	R	5.00
Beverly Picard	R	10.00
Brute Force	R	5.00
Commander Tomalak	R	5.50
Cryosatellite	R	5.00
Data's Head	R	7.00
Devidian Doorway	R	4.50
FGC-47 Research	R	5.00
Future Enterprise	UR	75.00
Gomtuu	R	5.00
Governor Worf	R	12.00
Ian Andrew Troi	R	6.00
Iconian Gateway	R	5.50
Lakanta	U	1.00
Lt. (j.g.) Picard	U	1.00
Major Rakal	R	5.50
Ophidian Cane	R	5.50
Reunion	R	5.00
Samuel Clemens' Pocketwatch	R	6.50
Tasha Yar-Alternate	R	9.00
U.S.S. Enterprise-C	R	15.00

Q CONTINUUM EXPANSION

DECIPHER–1996

Full Set (121 cards)	$100.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	85.00
Common Cards	.15
Uncommon Cards	.75
Unlisted Rare Cards	4.50

Arbiter of Succession	R	5.00
Blade of Tkon	R	7.50
Conor	R	5.00
Data's Body	R	3.50
Doppelganger	R	5.00
Galen	R	7.00
IKC Mabit-R'a	R	5.00
Juliana Tainer	R	6.00
Katherine Pulaski	R	7.00
Klingon Civil War	R	5.00
Lal	R	6.00
Madam Guinan	R	9.00
Manheim's Dimensional Door	R	5.00
Mona Lisa	R	6.00
Mortal Q	R	6.00
Mr. Homn	R	5.00
Nick Locarno	R	6.00
Sheliak, The	R	6.00
USS Stargazer	R	7.50
Yuta	R	9.00

FIRST CONTACT EXPANSION

DECIPHER–1997

Full Set (130 cards)	•
Booster Pack (9 cards)	2.50
Common Cards	.15
Unlisted Uncommon Cards	.75

Abandon Mission	R	4.00
Adapt: Modulate Shields	U	1.00
Admiral Hayes	R	6.00
Alas, Poor Queen	R	3.00
Alyssa Ogawa	R	6.00
Android Headlock	R	3.00
Antique Machine Gun	R	3.00
Assimilate Counterpart	U	1.00
Assimilate Homeworld	R	3.00
Assimilate Starship	U	1.00
Assimilate This!	R	3.00
Assimilation Table	U	1.00
Assimilation Tubules	U	1.00
Balancing Act	U	1.00
Beverly Crusher	R	10.00
Blended	U	1.00
Borg Cube	U	2.00
Borg Kiss	R	3.00
Borg Neuroprocessor	R	3.00
Borg Queen	R	12.00
Borg Servo	U	1.00
Build Interplexing Beacon	R	1.00
Data	R	12.00
Dead End	U	1.00
Deanna Troi	R	10.00
Disengage Safety Protocols	U	1.00
Don't Call Me Ahab	U	1.00
E.M.H. Program	U	2.00
Eliminate Starship	U	1.00
Espionage Mission	R	3.00
Fractal Encryption Code	U	1.00
Geordi La Forge	R	12.00
Hawk	U	2.00
He Will Make An Excellent Drone	U	1.00
I'm a Doctor, Not a Doorstop	U	1.00
Intermix Ratio	U	1.00
Jean-Luc Picard	R	14.00
Kathleen Tonell	U	2.00
Launch Portal	U	1.50
Lightner	U	2.00
Lily Sloane	R	8.00
Lisa Azar	U	2.00
Magic Carpet Ride OCD	R	3.00
Mercy Kill	U	1.00
Mirror Image	U	1.00
Mission Debriefing	U	1.00
Montanna Missile Complex	R	4.00
My First Raygun	R	3.00
Ocular Implants	R	3.00
Ooby Dooby	R	3.00
Patrol Neutral Zone	U	1.00
Paul Porter	R	6.00
Phoenix	R	4.00
Prepare Assault Teams	U	1.00
Primitive Culture	R	3.00
Queen's Borg Cube	R	5.00
Queen's Borg Sphere	R	5.00
Ready Room Door	U	1.50
Regenerate	R	4.00
Reginald Barclay	R	8.00
Remodulation	U	1.00
Retask	R	4.00
Salvage Starship	R	3.00
Scorched Hand	U	1.00
Scout Encounter	R	3.00
Sense the Borg	U	1.00
Sevek	U	1.00
Shipwreck	R	3.50
Solkar	R	6.00
Starfleet Type III Phaser Rifle	U	1.00
Stop First Contact	R	3.00
Strict Dress Code	R	3.00
T'Shonra	U	1.00
Temporal Vortex	U	1.50
Temporal Wake	R	3.50
Theta-Radiation Poisoning	R	3.00
Thomas McClure	U	3.00
Three-Dimensional Thinking	R	3.50
Tommygun	U	1.50
USS Bozeman	U	1.00
USS Enterprise-E	R	25.00
Undetected Beam-In	R	3.00
Visit Cochrane Memorial	R	3.00
Vulcan Lander	U	1.00
Wall of Ships	R	4.00
Weak Spot	R	3.50
William T. Riker	R	12.00
Worf	R	12.00
Zefram Cochrane	R	10.00
Zefram Cochrane's Telescope	R	3.00

STAR WARS LIMITED EDITION

DECIPHER–1995

Full Set (324 cards)	$350.00
Starter Deck (60 cards)	10.00
Starter Deck Box (10 decks)	110.00
Booster Pack (15 cards)	4.00
Booster Box (36 packs)	130.00

Cards are black-bordered.

A Disturbance in the Force	U	1.00
Admiral Motti	R	4.50
A Few Maneuvers	C	.10
Affect Mind	R	5.50
Alderaan (dark side)	R	2.50
Alderaan (light side)	U	1.25
Alter	U	1.00
Assault Rifle	R	3.00
A Tremor in the Force	U	1.00
Baniss Keeg	C	.10
Bantha	U	.50
Beggar	R	5.50
Beru Lars	U	.50
Beru Stew	U	.50
Biggs Darklighter	R	5.50
Bith Shuffle, The	C	.10
Black 2	R	9.00
Black 3	U	1.50
Blast Door Controls	U	.50
Blaster	C	.10
Blaster Rack	U	1.00
Blaster Rifle (dark side)	C	.10
Blaster Rifle (light side)	C	.10
Blaster Scope	U	1.00
Boosted TIE Blaster Cannon	U	1.00
Boring Conversation Anyway	R	5.50
BoShek	U	1.00
C-3PO	R	20.00
Caller	U	.75
Cantina Brawl	R	5.00
Charming to the Last	R	3.50
Chief Bast	U	1.00
Circle is Now Complete	R	6.00
Collateral Damage	C	.10
Collision	C	.10
Colonel Wullf Yularen	U	1.00
Combined Attack	C	.10
Comlink	C	.10
Commander Praji	U	.50
Corellian Corvette	U	2.00
Counter Assault	C	.10
Crash Site Memorial	U	1.00
CZ-3	C	.10
Dantooine	U	1.00
Dark Collaboration	R	6.00
Dark Hours	U	.50
Dark Jedi Lightsaber	U	1.00
Dark Jedi Presence	R	7.50
Dark Maneuvers	C	.10
Darth Vader	R	46.00
Dathcha	U	1.00
Dead Jawa	C	.10
Death Star: Lvl 4 Mil.Corr.	U	1.00
Death Star Plans	R	5.50
Death Star Sentry	U	1.00
Death Star Trooper	C	.10
Death Star: Central Core	U	.50
Death Star: Detention Block Ctrl.	U	.50
Death Star: Detention Block Corridor	C	.10
Death Star: Docking Bay 327 (Dark)	C	.10
Death Star: Docking Bay 327 (light)	C	.10
Death Star: Level 4 Military Cor.	U	.50
Death Star: Trash Comp.	U	1.00
Death Star: War Room	U	1.00
Demotion	R	3.00
Devastator	R	17.00
Dice Ibegon	R	3.00
Disarmed (dark side)	R	6.00
Disarmed (light side)	R	6.00
Djas Puhr	R	3.50
Don't Get Cocky	R	6.00
Don't Underestimate Our	C	.10
Dr. Evazan	R	3.50
Droid Detector	C	.10
Droid Shutdown	C	.10
DS-61-2	U	1.00
DS-61-3	R	9.00
Dutch	R	9.00
EG-6	U	.75
Electrobinoculars	C	.10
Elis Helrot	U	.50
Ellorrs Madak	C	.10
Emergency Deployment	U	1.00
Empire's Back, The	U	1.00
Escape Pod	U	.50
Evacuate?	U	.50
Expand the Empire	R	5.00
Eyes in the Dark	U	1.00
Fear Will Keep Them In Line	R	3.00
Feltipern Trevogg	U	1.00
Figrin D'an	U	.50
SD6-RA-7	R	5.00
Force is Strong With this One	R	3.50
Friendly Fire	C	.10
Full Scale Alert	U	.50
Full Throttle	R	3.00
Fusion Generator Supply Tanks (dark)	C	.10
Fusion Generator Supply Tanks (light)	C	.10
Gaderffii Stick	C	.10
Garindan	R	3.00
General Dodonna	U	1.00
General Togge	R	5.00
Gift of the Mentor	R	6.00
Gold 1	R	4.00
Gold 5	R	4.50
Grand Moff Tarkin	R	20.00
Gravel Storm	U	.50
Han's Back	U	.50
Han's Dice	C	.10
Han's Heavy Blaster Pistol	R	4.00
Han Seeker	R	2.50
Han Solo	R	36.00
Hear Me Baby, Hold Together	C	.10
Help Me Obi-Wan Kenobi	R	6.00
How Did We Get Into This	U	.50
Hydroponics Station	U	.50
Hyper Escape	C	.10
I Find Your...Disturbing	R	6.00
I Have You Now	R	3.50
I've Got a Bad Feeling About This	C	.10
I've Got a Problem Here	C	.10
I've Lost Artoo!	U	1.00
Imperial Barrier	C	.10
Imperial Blaster	C	.10

IQ price guide

Imperial Class Star Destroyer	U	3.00
Imperial Code Cylinder	C	.10
Imperial Pilot	C	.10
Imperial Reinforcements	C	.10
Imperial Trooper Guard	C	.10
Into. . .Chute, Flyboy	R	3.50
It Could Be Worse	C	.10
It's Worse	C	.10
Ion Cannon	U	1.00
Jawa (dark side)	C	.10
Jawa (light side)	C	.10
Jawa Pack	U	1.00
Jawa Siesta	U	1.00
Jedi Lightsaber	U	2.00
Jedi Presence	R	6.50
Jek Porkins	U	1.00
Juri Juice	R	3.00
Kabe	U	1.00
Kal'Falnl C'ndros	R	6 00
Kessel Run	R	3.50
Kessel (light)	U	2.00
Kessel (dark)	U	2.00
Ket Maliss	C	.10
Kintan Strider	C	.10
Kitik Keed'kak	R	8.00
K'lor'slug	R	6.00
Krayt Dragon Howl	R	6.00
Labria	R	3.00
Laser Projector	U	.50
Lateral Damage	R	3.00
Leesub Sirln	R	3.00
Leia Organa	R	29.00
Leia's Back	U	.50
Leia's Sporting Blaster	U	1.00
Lieutenant Tanbns	U	.50
Lift Tube (dark side)	C	.10
Lift Tube (light side)	C	.10
Light Repeating Blaster Rifle	R	6.00
Lightsaber Proficiency	R	6.00
Limited Resources	U	.50
LIN-V8K	C	.10
LIN-V8M	C	.10
Local Trouble	R	6.00
Lone Pilot	R	3.00
Lone Warrior	R	3.00
Look Sir, Droids	R	5.00
LUKE! LUUUKE!	U	1.00
Luke Seeker	R	3.00
Luke Skywalker	R	35.00
Luke's Back	U	.50
Luke's X-34 Landspeeder	U	1.00
M'iiyoom Onith	U	.50
Macroscan	C	10
Mantellian Savrip	R	3.00
Millennium Falcon	R	25.00
Molator	R	5.50
Mornaw Nadon	U	.50
Moment of Triumph	R	3.00
Move Along	R	5.00
MSE-6 Mouse Droid	U	.50
Myo	R	3.00
Nabrun Leids	U	.50
Narrow Escape	C	.10
Nevar Yalnal	R	3.00
Nightfall	U	1.00
Noble Sacrifice	R	3.00
Obi-Wan Kenobi	R	40 00
Obi-Wan's Cape	R	8.00
Obi-Wan's Lightsaber	R	10.00
Observation Holocam	U	.50
Old Ben	C	.10
Omni Box	C	.10
On the Edge	R	3.00
Organa's Cer. Necklace	R	6.00
Our Most Desperate Hour	R	5.50
Out of Nowhere	U	.50
Overload	C	.10
Owen Lars	U	1.00
Panic	U	1.00
Physical Choke	R	6.00
Plastoid Armor	U	.50
Ponda Baba	U	1.00
Pops	U	1.00
Precise Attack	C	.10
Presence of the Force	R	7.00
Prophetess	U	1 00
Proton Torpedoes	C	.10
Quad Laser Cannon	U	1.00
R1-G4	C	.10
R2-X2	C	.10
R4-E1	C	.10
R4-M9	C	.10
Radar Scanner	C	.10
Reactor Terminal	U	.50
Rebel Barrier	C	.10
Rebel Guard	C	.10
Rebel Pilot	C	.10
Rebel Planners	R	3.00
Rebel Reinforcements	C	.10
Rebel Trooper	C	.10
Red Leader	R	10.00
Red 1	U	1.50
Red 3	R	4.00
Restraining Bolt (dark side)	C	.10
Restraining Bolt (light side)	C	.10
Restricted Deployment	U	1.00
Return of a Jedi	U	.50
Revolution	R	7.50
Rycar Ryierd	U	1.00
Sai'torr Kai Fas	C	.10
Sandcrawler	R	3.00
Sandcrawler	R	3.00
Scanning Crew	C	.10
Scomp Link Acess	C	.10
Send a Detachment Down	R	5.00
Sense (dark side)	U	1.00
Sense (light side)	U	1.00
Set For Stun	C	.10
Shistavanen Wolfman	C	.10
Skywalkers	R	6.00
Solo Han	R	3.00
SoroSuub V-35 Landspeeder	C	.10
Spaceport Speeders	U	.50
Special Modifications	U	1.00
Stormtrooper	C	.10
Stormtrooper Backpack	C	.10
Stormtrooper Utility Belt	C	.10
Sunsdown	U	1.00
Surprise Assault	C	.10
Tactical Re-Call	R	3.00
Tagge Seeker	R	3.00
Takeel	C	.10
Tallon Roll	C	.10
Talz	C	.10
Targeting Computer	U	1.00
Tarkin Seeker	R	3.00
Tatooine (dark side)	C	.10
Tatooine (light side)	C	.10
Tatooine Utility Belt	C	.10
Tatooine: Cantina	R	3.50
Tatooine: Cantina	R	3.50
Tatooine: Docking Bay 94 (dark side)	C	.10
Tatooine: Docking Bay 94 (light side)	C	.10
Tatooine: Dune Sea	C	.10
Tatooine: Jawa Camp (dark side)	C	.10
Tatooine: Jawa Camp (light side)	C	.10
Tatooine: Jundland Wastes	C	.10
Tatooine: Lars' Moisture Farm (dark)	U	.50
Tatooine: Lars' Moisture Farm (light)	C	.10
Tatooine: Mos Eisley (dark side)	C	.10
Tatooine: Mos Eisley (light side)	U	.50
Tatooine: Obi-Wan's Hut	R	7.00
Thank the Maker	R	3.00
This is All Your Fault	U	1.00
TIE Advanced x1	U	.50
TIE Fighter	C	.25
TIE Scout	C	.10
Timer Mine (dark side)	C	.10
Timer Mine (light side)	C	.10
Tonnika Sisters	R	8.00
Traffic Control	U	.50
Trinto Duaba	U	1.00
Trooper Charge	U	.50
Turbolaser Battery	R	3.00
Tusken Breath Mask	U	1.00
Tusken Raider	C	.10
Tusken Scavengers	C	.10
2X-3KPR	U	1.00
Ubrikkian 9000-Z001	C	.10
Utinni!	R	5.50
Vader's Custom TIE	R	15.00
Vader's Eye	R	7.00
Vader's Lightsaber	R	11.00
Vaporator	C	.10
Warrior's Courage	R	3.00
We're All Gonna . . Thinner!	R	6.00
We're Doomed	C	.10
WED-9-M1 Bantha Droid	R	3.00
WED15-1662 Treadwell Drd.	R	3.00
Wioslea	U	1.00
Wrong Turn	U	1.00
Wuher	U	.50
X-Wing	C	.10
Y-Wing	C	.10
Yavin 4 (dark side)	C	.10
Yavin 4 (light side)	C	.10
Yavin 4: Docking Bay (dark side)	C	.10
Yavin 4: Docking Bay (light side)	C	.10
Yavin 4: Jungle (dark side)	U	.50
Yavin 4: Jungle (light side)	U	.50
Yavin 4: Massasi Throne Rm.	R	6.50
Yavin 4: Massasi War Rm.	U	1.00
Yavin Sentry	U	1.00
Yerka Mig	U	1.00
You Overestimate Their Chances	C	.10
Your Eyes Can Deceive You	U	1.00
Your Powers. . .Old Man	R	6.00

STAR WARS UNLIMITED EDITION

PARKER BROTHERS/DECIPHER

Full Set (330 cards) $250.00
Starter Dual Deck (60 cards) 9.50
Starter Box (12 decks) 95.00
Booster Pack (15 cards) 3.00

Cards are white-bordered.

Single cards are worth 25% to 35% of limited equivalents

A NEW HOPE EXPANSION

DECIPHER– 1996

Full Set (162 cards) $200.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 85.00
Unlisted Commons 10

Advance Preparation	U	1.00
Alternatives to Fighting	U	1.00
Astromech Shortage	U	.75
Attack Run	R	5.50
Besieged	R	3.50
Black 4	U	1.00
Bowcaster	R	5.00
Braniac	R	11.00
Captain Khurgee	U	1.00
Cell 2187	R	6.00
Chewbacca	R	20.00
Clak'dor VII	R	4.00
Come With Me	C	.10
Commander Vandeen Willard	U	.75
Commence Primary Ignition	R	6.00
Commence Recharging	R	4.00
Conquest	R	14.00
Corellia	R	5.00
Dannik Jerriko	R	6.00
Danz Borin	U	.75
Dark Waters	R	4.00
Death Star	R	15.00
Death Star Tractor Beam	R	4.50
Death Star: Conference Room	U	.75
Death Star: Trench	R	4.50
Dejarik Hologame Board	R	5.50
Dianoga	R	4.00
Dokk Na'ts	U	.75
Double Agent	R	4.50
DS-61-4	R	4.50
Evader	U	1.00
Fire Extinguisher	U	.75
Garouf Lafoe	U	.75
Gold 2	U	1.00
Greedo	R	12.00
Hem Dazon	R	5.00
Het Nkik	U	.75
Hunchback	R	5.50
Hyperwave Scan	U	1.00
Hypo	R	5.50
I'm Here to Rescue You	U	1.00
I'm On the Leader	R	5.50
Ickabel G'ont	U	.75
Imperial Holotable	R	5.50
Informant	U	1.00
IT-O	R	6.00
JKiffex	R	5.50
Krayt Dragon Bones	U	1.00
Laser Gate	U	.75
Leia Seeker	R	3.50
Let the Wookie Win	R	5.50
Lirin Car'n	U	.75
Logistical Delay	U	.75
Lt. Shann Childsen	U	1.00
Luke's Cape	R	6.00
Luke's Hunting Rifle	U	1.00
M-HYD Binary Droid	U	1.00
Magnetic Suction Tube (dark side)	R	3.50
Magnetic Suction Tube (light side)	R	3.50
Maneuver Check	R	3.50
Mosep	U	.75
Motti Seeker	R	3.50
Nalan Cheel	U	.75
Out of Commission	U	.75
Program Trap	U	1.00
R2-D2	R	16.50
R3-T6	R	5.50
Red 2	R	7.00
Red 5	R	15.00
Red 6	U	1.00
Reegesk	U	.75
Remote	C	.10
Reserve Pilot	U	1.00
Retract the Bridge	R	5.50
Rogue Bantha	U	1.00
Sabotage	U	1.00
Sandcrawler: Droid Junkheap	R	5.50
Sandcrawler: Loading Bay	R	5.50
Scanner Techs	U	1.00
Sensor Panel	U	1.00
Sniper	U	1.00
Sorry About the Mess	U	1.00
Spice Mines of Kessel	R	6.50
Superlaser	R	5.00
SW-4 Ion Cannon	R	4.00
Tantive IV	R	12 00
Tatooine: Bluffs	R	5.00
Tech Mo'r	U	.75
There'll be Hell to Pay	U	.75
They're on Dantooine	R	5.00
This is Some Rescue!	U	1.00
TIE Assault Squadron	U	1.00
TIE Vanguard	C	.10
Tiree	U	1.00
Tractor Beam	U	1.00
Trooper Davin Felth	R	4.00
Tzizvvt	R	4.00
U-3PO	R	6.00
Undercover (dark)	U	.75
Undercover (light)	U	.75
URoRRuR'R'R	U	.75
URoRRuR'R'R's Hunting Rifle	U	.75
Victory Class Star Destroyer	U	2.50
We Have a Prisoner	C	.10
WED15-17 'Septoid' Droid	U	.75
Wedge Antilles	R	14.50
What're You ... On Us?	U	.75
Wookie Roar	R	5.50
Y-wing Assault Squadron	U	1.00
Yavin 4: Briefing Room	U	1.00
Yavin 4: Massassi Ruins	U	1.00
You're All Clear Kid!	R	6.00
Zutton	C	.10

HOTH EXPANSION

DECIPHER– 1996

Full Set (162 cards) $175.00
Booster Pack (15 cards) 3 00
Booster Box (36 packs) 90.00
Unlisted Common cards 10

2-1B	R	6.00
Admiral Ozzel	R	6.50
Anakin's Lightsaber	R	10.00
Artillery Remote	R	4.50
AT-AT Cannon	U	1.00
Attack Pattern Delta	U	.75
Atgar Laser Cannon	U	2.00
Bacta Tank	R	4.50
Blizzard 1	R	7.50
Blizzard 2	R	5.00
Blizzard Scout 1	R	8.00
Blizzard Walker	U	1.00
Breached Defenses	U	.75
Col Alder	U	.75
Captain Lennox	U	.75
Captain Piett	R	5.00
Collapsing Corridor	R	4.00
Commander Luke Skywalker	R	20.00
Concussion Grenade	R	6.50
Crash Landing	U	.75
Dack Ralter	R	4.50
Death Mark	R	5.00
Death Squadron	U	1.00
Debris Zone	R	4.50
Derek "Hobbie" Klivian	U	.75
Direct Hit	U	.75
Disarming Creature	R	7.00
Dual Laser Cannon	U	2.00
Echo Base Operations	R	4.50
Electro-Rangefinder	U	.75
Evacuation Control	U	.75
Exposure	U	.75
Frozen Dinner	R	7.00
Furry Fury	R	4.00
General Carlist Rieekan	R	4.00
General Veers	R	9.00
Golan Laser Battery	U	2.00
High Anxiety	R	5.00
Hoth (dark side)	U	.75
Hoth (light side)	U	.75
Hoth: Echo Command Center (dk side)	U	.75
Hoth: Echo Command Center (lt side)	U	.75
Hoth: Echo Corridor (dark side)	U	1.00
Hoth: Echo Corridor (light side)	C	.15
Hoth: Main Power Generators	U	.75
Hoth: Wampa Cave	R	4.50
I Thought They Smelled Bad	R	6.00

Key — WENT UP | WENT DOWN | HEAVILY TRADED

- Land Tax 10.00
- Land's Edge 10.00
- Lesser Werewolf 4.00
- Life Chisel 4.00
- Life Matrix 12.50
- Lifeblood 12.00
- Living Plane 18.00
- Livonya Silone 15.00
- Lord Magnus 5.00
- Lost Soul 1.00
- Mana Drain 50.00
- Mana Matrix 11.00
- Marble Priest 4.00
- Marhault Elsdragon 3.00
- Master of the Hunt 20.00
- Mirror Universe 75.00
- Moat 50.00
- Mold Demon 10.00
- Moss Monster 1.00
- Mountain Stronghold 3.00
- Mountain Yeti 3.00
- Nebuchadnezzar 10.00
- Nether Void 42.00
- Nicol Bolas 20.00
- North Star 14.00
- Nova Pentacle 15.00
- Osai Vultures 1.00
- Palladia-Mors 15.00
- Part Water 4.00
- Pavel Maliki 5.00
- Pendelhaven 5.00
- Petra Sphinx 8.00
- Pixie Queen 15.00
- Planar Gate 15.00
- Pradesh Gypsies 2.00
- Presence of the Master 10.00
- Primordial Ooze 2.00
- Princess Lucrezia 4.00
- Psionic Entity 8.00
- Psychic Purge 2.00
- Puppet Master 3.00
- Pyrotechnics 1.00
- Quagmire 4.00
- Quarum Trench Gnomes 10.00
- Rabid Wombat 5.00
- Radjan Spirit 2.50
- Raging Bull 1.00
- Ragnar 10.00
- Ramirez DePietro 4.00
- Ramses Overdark 15.00
- Rapid Fire 10.00
- Rasputin Dreamweaver 15.00
- Rebirth 7.00
- Recall 10.00
- Red Mana Battery 5.00
- Reincarnation 4.00
- Relic Barrier 6.00
- Relic Bind 3.00
- Remove Enchantments 1.00
- Remove Soul 1.00
- Reset 8.00
- Revelation 10.00
- Reverberation 16.00
- Righteous Avengers 4.00
- Ring of Immortals 14.00
- Riven Turnbull 4.00
- Rohgahh of Kher Keep 16.00
- Rubinia Soulsinger 10.00
- Rust 1.00
- Sea King's Blessing 4.00
- Seafarer's Quay 3.00
- Seeker 2.50
- Segovian Leviathan 3.00
- Sentinel 8.00
- Serpent Generator 10.00
- Shelkin Brownie 1.00
- Shield Wall 2.00
- Shimian Night Stalker 3.00
- Silhouette 4.00
- Sir Shandlar of Eberyn 4.00
- Sivitri Scarzam 3.50
- Sol'kanar Swamp King 18.00
- Spectral Cloak 6.00
- Spinal Villain 18.00
- Spirit Link 7.00
- Spirit Shackle 1.00
- Spiritual Sanctuary 12.00
- Stangg 8.00
- Storm Seeker 7.00
- Storm World 15.00
- Subdue 1.00
- Sunastian Falconer 4.00
- Sword of the Ages 32.00
- Sylvan Library 8.00
- Sylvan Paradise 4.00
- Syphon Soul 1.50
- Tabernacle of Pendrell Vale 25.00
- Takklemaggot 2.50
- Telekinesis 12.00
- Teleport 8.00
- Tempest Efreet 8.00
- Tetsuo Umezawa 17.00
- Thunder Spirit 25.00
- Time Elemental 15.00
- Tobias Andrion 4.00
- Tolaria 4.00
- Tor Wauki 3.00
- Torsten Von Ursus 4.00
- Touch of Darkness 4.00
- Triassic Egg 8.00
- Tuknir Deathlock 12.00
- Tundra Wolves 1.00
- Typhoon 12.00
- Undertow 3.00
- Underworld Dreams 28.00
- Unholy Citadel 3.00
- Untamed Wilds 4.00
- Urborg 5.00
- Urdrago 15.00
- Voevictis Asmadi 14.00
- Venarian Gold 1.00
- Visions 4.00
- Voodoo Doll 8.00
- Walking Dead 1.00
- Wall of Caltrops 1.00
- Wall of Dust 2.50
- Wall of Earth 1.00
- Wall of Light 4.00
- Wall of Opposition 8.00



TOP 10 HOTTEST CARDS

4) Wrath of God

Last month's number one stumbles a few places, tripping over blue guys who inhale incense and who carry around weird garage bands. You'd think mono a mono, Wrath of God could take on the blue mages from Meditation and Time Warp, but those annoying *Magic* rules get in the way.

- Wall of Putrid Flesh 5.00
- Wall of Tombstones 4.00
- Wall of Wonder 4.00
- Whirling Dervish 5.00
- White Mana Battery 5.00
- Willow Satyr 15.00
- Winds of Change 5.00
- Winter Blast 8.00
- Wolverine Pack 1.00
- Wood Elemental 10.00
- Wretched, The 22.00
- Xira Arien 10.00
- Zephyr Falcon 1.00

THE DARK

WIZARDS OF THE COAST- 1994

Full Set (119 cards) $150.00
Booster Pack (8 cards) 8.00
Booster Box (60 pOacks) 375.00
Unlisted Commons .15

- Amnesia 5.00
- Angry Mob 3.00
- Apprentice Wizard 2.50
- Ashes to Ashes 1.00
- Ball Lightning 16.00
- Banshee 2.00
- Barl's Cage 4.00
- Blood Moon 8.00
- Blood of the Martyr 2.00
- Bone Flute 1.00
- Book of Rass 1.50
- Brothers of Fire 1.00
- Cave People 1.00
- City of Shadows 4.00
- Cleansing 5.00
- Coal Golem 2.00
- Curse Artifact 2.00
- Dance of Many 5.00
- Dark Heart of the Wood .75
- Dark Sphere 2.00
- Diabolic Machine 1.50
- Eater of the Dead 3.00
- Electric Eel 1.50
- Elves of Deep Shadow 3.00
- Eternal Flame 4.00
- Exorcist 7.00
- Fallen, The 1.50
- Fasting 1.50
- Fellwar Stone 4.00
- Fire and Brimstone 1.50
- Fire Drake 1.00
- Flood 1.00
- Fountain of Youth 1.50
- Frankenstein's Monster 6.00
- Gaea's Touch .75
- Goblin Wizard 5.00
- Grave Robbers 5.00
- Hidden Path 7.00
- Inferno 5.50
- Knights of Thorn 6.00
- Leviathan 7.00
- Living Armor 1.00
- Lurker 3.00
- Mana Clash 4.00
- Mana Vortex 4.00
- Marsh Goblins .75
- Martyr's Cry 5.00
- Maze of Ith 14.00
- Merfolk Assassin 6.00
- Mind Bomb 2.00
- Miracle Worker .75
- Nameless Race 6.00
- Necropolis 2.00
- Niall Silvain 3.00
- Orc General 1.50
- People of the Woods 2.00
- Preacher 15.00
- Psychic Allergy 5.00
- Rag Man 4.00
- Reflecting Mirror 2.50
- Runesword 2.00
- Safe Haven 4.00
- Scarecrow 3.00
- Scarwood Bandits 5.00
- Scarwood Hag 1.50
- Season of the Witch 4.50
- Sisters of the Flame 2.00
- Skull of Orm 4.00
- Sorrow's Path 3.00
- Spitting Slug 2.00
- Standing Stones 2.00
- Stone Calendar 7.00
- Tangle Kelp 1.50
- Tivadar's Crusade 2.00
- Tormod's Crypt 2.00
- Tower of Coireall 1.00
- Tracker 7.00
- Uncle Istvan 2.00
- Wand of Ith 2.50
- War Barge 2.50
- Water Wurm .75
- Whippoorwill 1.50
- Witch Hunter 5.00
- Worms of the Earth 4.00
- Wormwood Treefolk 4.00

FALLEN EMPIRES

WIZARDS OF THE COAST- 1994

Full Set (187 cards) $47.50
Booster Pack (8 cards) 1.00
Booster Box (60 packs) 45.00
Unlisted Commons .15
Unlisted Uncommons .50

- Aeolipile 2.00
- Balm of Restoration 2.00
- Bottomless Vault 3.75
- Breeding Pit 2.00
- Conch Horn 2.00
- Delif's Cube 1.50
- Derelor 3.00
- Draconian Cylix 3.00
- Dwarven Armorer 2.00
- Dwarven Hold 3.00
- Dwarven Ruins 2.00
- Ebon Praetor 3.00
- Ebon Stronghold 1.00
- Elven Lyre 2.00
- Elvish Farmer 3.00
- Feral Thallid 1.00
- Fungal Bloom 3.00
- Goblin Flotilla 2.00
- Goblin Warrens 3.50
- Hand of Justice 5.50
- Havenwood Battleground 1.50
- Hollow Trees 3.00
- Homarid Shaman 1.00
- Hymn to Tourach .50
- Icatian Lieutenant 2.00
- Icatian Skirmishers 3.00
- Icatian Store 3.00
- Icatian Town 4.00
- Implements of Sacrifice 1.00
- Orgg 3.00
- Rainbow Vale 3.00
- Ring of Renewal 2.00
- River Merfolk 3.50
- Ruins of Trokair 1.00
- Sand Silos 3.00
- Seasinger 1.00
- Soul Exchange 1.00
- Spirit Shield 2.00
- Svyelunite Temple 1.00
- Thelon's Curse 2.00
- Thelonite Monk 2.50
- Thrull Champion 4.00
- Tourach's Gate 2.00
- Vodalian Knights 3.00
- Vodalian War Machine 3.00
- Zelyon Sword 2.00

ICE AGE

WIZARDS OF THE COAST- 1995

Full Set (383 cards) $235.00
Starter Deck (60 cards) 8.00
Starter Box (10 decks) 75.00
Booster Pack (15 cards) 2.75
Booster Box (36 packs) 85.00
Unlisted Commons .15
Unlisted Uncommons .75

- Abyssal Specter 1.00
- Adarkar Sentinel .75
- Adarkar Wastes 6.50
- Aegis of the Meek 3.50
- Agression .75
- Altar of Bone 3.00
- Amulet of Quoz 1.00
- Anarchy 1.50
- Arcum's Sleigh .50
- Balduvian Hydra 6.00
- Blinking Spirit 6.25
- Blizzard 3.00
- Brand of Ill Omen 4.00
- Brushland 6.50
- Call to Arms 4.00
- Caribou Range 5.00
- Celestial Sword 3.00
- Chaos Lord 3.50
- Chaos Moon 2.00
- Chromatic Armor 3.50
- Crown of the Ages 6.00
- Curse of Marit Lage 4.00
- Dance of the Dead 1.00
- Deflection 12.00
- Despotic Scepter 4.00
- Dread Wight 3.00
- Dwarven Armory 3.50
- Earthlink 3.00
- Elder Druid 4.00
- Elemental Augury 4.00
- Elkin Bottle 4.00
- Enduring Renewal 6.00
- Energy Storm 4.00
- Fiery Justice 3.00
- Fire Covenant .75
- Flooded Woodlands 3.00
- Flow of Maggots 2.00
- Forbidden Lore 3.00
- Formation 2.00
- Fyndhorn Bow .75
- Fyndhorn Pollen 2.50
- Game of Chaos 3.00
- General Jarkeld 5.00
- Ghostly Flame 5.50
- Glacial Crevasses 3.00
- Glaciers 3.00
- Goblin Lyre 3.00
- Gravebind 2.00
- Halls of Mist 3.00
- Hallowed Ground 1.00
- Hecatomb 6.00
- Hot Springs 3.00
- Hurricane 1.00

WENT UP | WENT DOWN | HEAVILY TRADED

IQ price guide

- Ice Cauldron 4.50
- Icequake 1.50
- Icy Manipulator 8.00
- Icy Prison 4.00
- Illusionary Presence 3.00
- Illusions of Grandeur 4.50
- Infernal Darkness 2.00
- Infernal Denizen 3.00
- Infinite Hourglass 4.00
- Jester's Cap 18.00
- Jester's Mask 8.00
- Jokulhaups 8.00
- Justice 2.00
- Karplusan Forest 6.50
- Karplusan Yeti 4.00
- Kjeldoran Elite Guard 1.25
- Kjeldoran Knight 2.00
- Kjeldoran Phalanx 3.00
- Kjeldoran Royal Guard 5.00
- Kjeldoran Skycaptain 2.00
- Knights of Stromgald 1.00
- Krovikan Vampire 1.50
- Land Cap 3.00
- Lava Tubes 3.00
- Lhurgoyf 7.50
- Lightning Blow 3.00
- Lost Order of Jarkeld 4.00
- Magus of the Unseen 4.00
- Marton Stromgald 8.00
- Mercenaries 3.00
- Merieke Ri Berit 5.00
- Mesmeric Trance 4.00
- Mind Warp 1.00
- Mind Whip 3.00
- Minion of Leshrac 6.00
- Minion of Tevesh Szat 5.50
- Monsoon 4.00
- Mountain Titan 3.50
- Mudslide 3 00
- Musician 4.00
- Mystic Might 3.00
- Naked Singularity 4.00
- Necropotence 8.00
- Oath of Lim-Dûl 3.50
- Orcish Librarian 3.00
- Orcish Squatters 5.00
- Order of the Sacred Torch 4.50
- Pale Bears 3.00
- Pentagram of the Ages 5.50
- Polar Kraken 7.00
- Pox 6.00
- Pygmy Allosaurus 3.00
- Pyroclasm 2.00
- Reality Twist 3.75
- Reclamation 3.00
- Ritual of Subdual 4.00
- River Delta 4.00
- Runed Arch 4.00
- Seraph 8.50
- Shield of the Ages .75
- Shyft 4.00
- Sibilant Spirit 6.00
- Skeleton Ship 5.00
- Skull Catapult .75
- Sleight of Mind 1.50
- Snow Fortress 3.00
- Snowblind 2.50
- Soldevi Golem 3.00
- Soldevi Simulacrum 75
- Spectral Shield .75
- Spoils of Evil 4.00
- Spoils of War 4.50
- Staff of the Ages 3.00
- Stampede 4.00
- Storm Spirit 4.00
- Stormbind 5.00
- Stromgald Cabal 4.00
- Stunted Growth 5.00
- Sulfurous Springs 5.50
- Swords to Plowshares 1.00
- Thermokarst 2.00
- Timberline Ridge 3.00
- Time Bomb 4.00
- Total War 2.00
- Trailblazer 2.00
- Underground River 6.50
- Urza's Bauble 0.50
- Veldt 3.50
- Vexing Arcanix 5.00
- Vibrating Sphere 3.00
- Wiitigo 4.00
- Winter's Chill 3.00
- Wrath of Marit Lage 3.00
- Zur's Weirding 5.00
- Zuran Orb 4.00

CHRONICLES

WIZARDS OF THE COAST- 1995

Full Set (125 cards) $85.00
Booster Pack (12 cards) 2.50
Booster Box (45 packs) 85.00
Unlisted Commons .10

- Abu Ja'far .50
- Akron Legionnaire 2.00
- Aladdin 3.50
- Angelic Voices 5.00
- Arcades Sabboth 5.00
- Arena of the Ancients 2.00
- Axelrod Gunnarson 3.00
- Ayesha Tanaka 2.00
- Azure Drake .75



TOP 10 HOTTEST CARDS

3) Meditate

Leaping up seven spots this month, Meditation comes back with a vengeance... er—better spiritual understanding. We hear the Meditation mage has been studying under the Ancestral Recall mage but is just taking a lot longer to get things accomplished.

- Banshee .75
- Barl's Cage 2.00
- Beasts of Bogardan .75
- Blood of the Martyr .75
- Blood Moon 6.00
- Book of Rass 1.00
- Bronze Horse 1.50
- Chromium 5.00
- City of Brass 10.00
- Cocoon .75
- Concordant Crossroads 4.00
- Craw Giant 1.50
- Cyclone 2 00
- Dakkon Blackblade 6.00
- Dance of Many 3.00
- Enchantment Alteration .50
- Erhnam Djinn 4.50
- Fallen, The .75
- Fallen Angel 4.00
- Feldon's Cane 1.00
- Fire Drake .75
- Gabriel Angelfire 4.00
- Gauntlets of Chaos 3.00
- Goblin Artisans .50
- Hell's Caretaker 6.00
- Horn of Deafening 2.50
- Ivory Guardians .75
- Jalum Tome 2.50
- Jeweled Bird 1.00
- Johan 4.00
- Juxtapose 3.00
- Kei Takahashi .50
- Land's Edge 5.00
- Marhault Elsdragon .25
- Nebuchadnezzar 4.00
- Nicol Bolas 5.00
- Obelisk of Undoing 3.00
- Palladia-Mors 5.00
- Petra Sphinx 3.00
- Primordial Ooze .75
- Puppet Master .75
- Rabid Wombat 1.50
- Rakalite 1.50
- Recall 3.00
- Revelation 2.00
- Rubinia Soulsinger 5.00
- Safe Haven 2.50
- Sentinel 2.00
- Serpent Generator 5.00
- Shield Wall .75
- Shimian Night Stalker .75
- Sivitri Scarzam .25
- Sol'kanar the Swamp King 5.00
- Stangg 3.00
- Storm Seeker 2.50
- Takklemaggot .75
- Teleport 2.00
- Tobias Andrion .25
- Tormod's Crypt .50
- Triassic Egg 2.00
- Urza's Mine (four versions) .25
- Urza's Power Plant (four versions) .25
- Urza's Tower (four versions) .25
- Vaevictis Asmodi 5.00
- Voodoo Doll 2.00
- Wall of Opposition 1.00
- Wall of Wonder .50
- Witch Hunter 1.00
- Wretched, The 7.00
- Xira Arien 3.00
- Yawgmoth Demon 4.00

HOMELANDS

WIZARDS OF THE COAST- 1995

Full Set (140 cards) $70.00
Booster Pack (8 cards) 1.50
Booster Box (60 packs) 70.00
Unlisted Commons .10

- Abbey Gargoyles 1.00
- Æther Storm 1.00
- An-Havva Constable 3.50
- An-Havva Inn 1.00
- An-Havva Township 1.00
- An-Zerrin Ruins 3.00
- Anaba Ancestor 3.00
- Anaba Spirit Crafter 3.00
- Apocalypse Chime 3.00
- Autumn Willow 7.00
- Aysen Abbey 1.00
- Aysen Crusader 3.00
- Aysen Highway 3.00
- Baki's Curse 2.50
- Baron Sengir 8.00
- Beast Walkers 3.00
- Black Carriage 3.00
- Broken Visage 3.00
- Castle Sengir 1.00
- Chain Stasis 3.00
- Chandler .25
- Clockwork Gnomes .25
- Clockwork Steed .25
- Clockwork Swarm .25
- Coral Reef .25
- Daughter of Autumn 3.00
- Death Speakers 1.00
- Didgeridoo 4.00
- Drudge Spell 1.00
- Dwarven Pony 2.00
- Dwarven Sea Clan 2.50
- Ebony Rhino .25
- Eron the Relentless 1.00
- Evaporate .50
- Faerie Noble 4.00
- Feroz's Ban 3.00
- Forget 3.00
- Funeral March .25
- Ghost Hounds 1.00
- Giant Oyster 1.00
- Grandmother Sengir 1.50
- Greater Werewolf .50
- Hazduhr the Abbot 3.00
- Headstone .25
- Heart Wolf 2.25
- Ihsan's Shade 2.25
- Inini Sengir 1.00
- Ironclaw Curse 2.50
- Jinx .25
- Joven .25
- Joven's Ferrets .25
- Joven's Tools 1.00
- Koskun Falls 3.00
- Koskun Keep 1.00
- Leaping Lizard .25
- Leeches 2.00
- Mammoth Harness 2.50
- Marjhan 3.00
- Merchant Scroll .25
- Mystic Decree 5.00
- Narwhal 2.50
- Orcish Mine 1.00
- Primal Order 5.50
- Prophecy .25
- Rashka the Slayer 1.00
- Renewal .25
- Retribution 1.00
- Reveka, Wizard Savant 3.00
- Root Spider .50
- Roots .50
- Roterothopter .25
- Rysorian Badger 2.00
- Sea Sprite 1.00
- Sea Troll 1.00
- Sengir Autocrat 3.50
- Serra Aviary 4.00
- Serra Bestiary .25
- Serra Inquisitors .75
- Serra Paladin .25
- Serrated Arrows 1.50
- Soraya the Falconer 2.75
- Spectral Bears 1.00
- Timmerian Fiends 1.00
- Truce 3.00
- Veldrane of Sengir 3.25
- Wall of Kelp 2.00
- Willow Priestess 4.00
- Winter Sky 3.00
- Wizards' School 1.00

ALLIANCES

WIZARDS OF THE COAST- 1996

Full Set (199 cards) $175.00
Booster Pack (12 cards) 3.50
Booster Box (36 packs) 135.00
Unlisted Commons .15

- Ashnod's Cylix 5.00
- Balduvian Dead 1.00
- Balduvian Horde 18.00
- Balduvian Trading Post 6.00
- Bounty of the Hunt 1.00
- Browse 2.00
- Burnout 1.00
- Chaos Harlequin 3.50
- Contagion 1.00
- Deadly Insects .75
- Death Spark 1.00
- Diminishing Returns 7.00
- Diseased Vermin 1.00
- Dystopia 5.00
- Elvish Bard 1.00
- Elvish Spirit Guide 1.00
- Energy Arc 1.00
- Exile 6.50
- False Demise .50
- Fatal Lore 4.00
- Feast or Famine .50
- Floodwater Dam 4.00
- Force of Will 3.50
- Gargantuan Gorilla 5.50
- Gorilla Berserkers .25
- Gorilla Shaman .50
- Gustha's Scepter 4.00
- Hail Storm 1.00
- Heart of Yavimaya 4.50
- Helm of Obedience 12.00
- Inheritance 1.00
- Ivory Gargoyle 6.25
- Juniper Order Advocate 1.00
- Kaysa 5.00
- Keeper of Tresserhorn 4.00
- Kjeldoran Home Guard 1.00
- Kjeldoran Outpost 10.00
- Krovikan Horror 4.00
- Krovikan Plague 1.00
- Lake of the Dead 14.00
- Library of Lat-Nam 6.00
- Lim-Dûl's Paladin 1.50
- Lim-Dûl's Vault 2.00
- Lodestone Bauble 5.25
- Lord of Tresserhorn 8.50
- Misfortune 5.00
- Mishra's Groundbreaker .50
- Misinformation 1.50
- Mystic Compass .50
- Nature's Blessing 1.00
- Nature's Chosen 1.00
- Nature's Wrath 4.50
- Omen of Fire 5.00
- Phantasmal Sphere 3.00
- Phelddagrif 5.00

key

ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

- Phyrexian Devourer 5.00
- Phyrexian Portal 4.50
- Pillage 3.00
- Primitive Justice 1.00
- Pyrokinesis 1.00
- Reprisal 50
- Ritual of the Machine 5.00
- Rogue Skycaptain 5.00
- Royal Decree 4.50
- Scarab of the Unseen 75
- Scars of the Veteran 1.00
- School of the Unseen 1.00
- Seasoned Tactician 1.00
- Sheltered Valley 5.00
- Shield Sphere 1.00
- Sol Grail 2.00
- Soldevi Digger 5.50
- Soldevi Excavations 7.00
- Soldier of Fortune 1.00
- Spiny Starfish 1.00
- Splintering Wind 2.00
- Storm Cauldron 5.50
- Storm Elemental 1.00
- Stromgald Spy 1.00
- Suffocation 1.00
- Surge of Strength 2.50
- Sustaining Spirit 7.00
- Sworn Defender 4.00
- Thawing Glaciers 7.50
- Thought Lash 4.00
- Tidal Control 2.50
- Tornado 3.00
- Unlikely Alliance 1.00
- Urza's Engine 1.50
- Varchild's War-Riders 6.00
- Visceral Drone 1.00
- Wandering Mage 4.00
- Whirling Catapult 1.00
- Winter's Night 4.00
- Yavimaya Ants 2.50

MIRAGE

WIZARDS OF THE COAST- 1996

Full Set (350 cards) $250.00
Starter Deck (60 cards) 9.00
Starter Box (12 decks) 90.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 90.00
Commons 10

- Abyssal Hunter 5.50
- Acidic Dagger 3.00
- Afiya Grove 3.50
- Afterlife 2.00
- Aleatory 1.00
- Amber Prison 5.50
- Amulet of Unmaking 3.75
- Ancestral Memories 5.00
- Ashen Powder 4.00
- Asmira, Holy Avenger 4.00
- Auspicious Ancestor 3.00
- Bad River 1.00
- Barbed Foliage 2.50
- Barbed-Back Wurm 1.00
- Barreling Attack 3.00
- Basalt Golem 1.50
- Bazaar of Wonders 5.50
- Benthic Djinn 4.00
- Blighted Shaman 75
- Blind Fury 75
- Blinding Light 1.00
- Bone Mask 4.00
- Brushwagg 3.00
- Burning Palm Efreet 1.00
- Cadaverous Bloom 7.00
- Canopy Dragon 6.00
- Carrion 4.00
- Catacomb Dragon 8.00
- Celestial Dawn 12.00
- Cerulean Wyvern 1.00
- Chaosphere 5.00
- Charcoal Diamond 2.00
- Chariot of the Sun 1.00
- Cinder Cloud 1.00
- Circle of Despair 4.00
- Consuming Ferocity 75
- Coral Fighters 75
- Crimson Hellkite 10.50
- Crimson Roc 1.00
- Crypt Cobra 1.00
- Crystal Golem 1.00
- Crystal Vein 1.00
- Cursed Totem 5.00
- Cycle of Life 3.50
- Daring Apprentice 3.50
- Decomposition 1.00
- Delirium 1.00
- Discordant Spirit 4.50
- Dissipate 2.50
- Divine Retribution 3.50
- Dread Specter 1.00
- Dwarven Miner 1.50
- Early Harvest 4.00
- Elixir of Vitality 1.00
- Emberwilde Caliph 3.50
- Emberwilde Djinn 5.50
- Energy Bolt 4.50
- Energy Vortex 5.00
- Enlightened Tutor 2.50
- Ersatz Gnomes 1.00
- Ether Well 1.00
- Ethereal Champion 3.75
- Fallow Earth 1.00
- Favorable Destiny 1.00
- Femeref Archers 1.00
- Final Fortune 9.00
- Fire Diamond 2.00
- Flame Elemental 1.00
- Flash 3.75
- Flood Plain 1.00
- Floodgate 1.00
- Foratog 1.00
- Forbidden Crypt 5.00
- Forsaken Wastes 6.50
- Frenetic Efreet 4.50
- Goblin Scouts 1.00
- Goblin Soothsayer 1.00
- Grasslands 1.00
- Grim Feast 4.50
- Groaning Totem 13.00
- Hakim, Loreweaver 4.00
- Hall of Gemstone 5.00
- Hammer of Bogarden 12.00
- Harbinger of Night 4.00
- Harbor Guardian 1.00
- Harmattan Efreet 1.00
- Haunting Apparition 1.00
- Hazerider Drake 1.00
- Hivis of the Scale 4.50
- Horrible Hordes 1.00
- Igneous Golem 1.00
- Illicit Auction 5.00
- Illumination 1.00
- Infernal Contract 4.00
- Iron Tusk Elephant 1.00
- Jabari's Influence 4.00
- Jungle Patrol 3.50
- Jungle Troll 1.00
- Kaervek's Hex 1.00
- Kaervek's Purge 1.00
- Karoo Meerkat 1.00
- Kukemssa Pirates 3.50
- Lead Golem 1.00
- Leering Gargoyle 3.50
- Lion's Eye Diamond 4.00
- Locust Swarm 1.00
- Lure of Prey 4.50
- Malignant Growth 4.50
- Mana Prism 1.50
- Mangara's Blessing 1.50
- Mangara's Equity 1.50
- Mangara's Tome 5.00
- Marble Diamond 2.00
- Mavo 7.00
- Meddle 1.00
- Melesse Spirit 1.50
- Mind Bend 1.00
- Mind Harness 1.00
- Mindbender Spores 3.00
- Mire Shade 1.00
- Misers' Cage 4.00
- Mist Dragon 7.50
- Moss Diamond 2.00
- Mountain Valley 1.00
- Mtenda Griffin 1.00
- Mystical Tutor 3.00
- Natural Balance 5.00
- Nettletooth Djinn 3.50
- Nocturnal Raid 1.00
- Null Chamber 5.50
- Painful Memories 1.00
- Patagia Golem 1.00
- Paupers' Cage 4.00
- Pearl Dragon 6.00
- Phyrexian Dreadnought 8.00
- Phyrexian Purge 3.00
- Phyrexian Tribute 3.00
- Phyrexian Vault 1.00
- Political Trickery 5.00
- Polymorph 5.00
- Preferred Selection 4.50
- Prismatic Boon 1.00
- Prismatic Lace 3.00
- Psychic Transfer 5.50
- Purgatory 4.00
- Puroj of Urborg 4.00
- Radiant Essence 1.00
- Rashida Scalebane 5.00
- Ravenous Vampire 1.00
- Razor Pendulum 5.00
- Reckless Embermage 4.00
- Reflect Damage 5.00
- Reign of Chaos 1.00
- Reign of Terror 1.00
- Reparations 5.00
- Rock Basilisk 4.00
- Rocky Tar Pit 1.00



TOP 10 HOTTEST CARDS

2) Dual Lands

Two colors in one land. That's like Reese's Peanut Butter Cups, Doublemint Gum, Cracker Jacks and prizes, Oreos, peanut butter and jelly sandwiches, Clamato juice... okay, we're getting out of hand here. Let's move on to number one.

- Roots of Life 1.00
- Sacred Mesa 12.00
- Sand Golem 1.00
- Savage Twister 1.50
- Sawback Manticore 3.50
- Sealed Fate 1.50
- Seeds of Innocence 4.00
- Shadowbane 1.00
- Shallow Grave 5.00
- Shauku's Minion 1.00
- Shauku, Endbringer 4.00
- Shimmer 5.50
- Sidar Jabari 4.00
- Sirocco 1.00
- Sky Diamond 2.00
- Soul Echo 4.50
- Soul Rend 1.00
- Spatial Binding 1.00
- Spectral Guardian 4.50
- Spirit of the Night 7.50
- Stupor 1.50
- Subterranean Spirit 4.00
- Sunweb 4.00
- Superior Numbers 1.00
- Suq'Ata Firewalker 1.00
- Tainted Specter 4.00
- Taniwha 5.00
- Teeka's Dragon 7.50
- Teferi's Imp 3.50
- Teferi's Isle 3.50
- Telim'Tor 3.00
- Telim'Tor's Darts 1.00
- Telim'Tor's Edict 3.00
- Tidal Wave 1.00
- Tombstone Stairwell 5.00
- Torrent of Lava 4.00
- Tropical Storm 1.00
- Uktabi Wildcats 4.50
- Unerring Sling 1.00
- Unfulfilled Desires 5.00
- Unseen Walker 1.00
- Unyaro Bee Sting 1.00
- Unyaro Griffin 1.00
- Vaporous Djinn 1.00
- Ventifact Bottle 4.00
- Vigilant Martyr 1.00
- Vitalizing Cascade 1.00
- Volcanic Dragon 9.00
- Volcanic Geyser 2.00
- Waiting in the Weeds 5.00
- Warping Wurm 4.00
- Wave Elemental 1.00
- Wellspring 3.50
- Wildfire Emissary 1.00
- Windreaper Falcon 1.00
- Withering Boon 1.00
- Worldly Tutor 1.50
- Yare 3.50
- Zebra Unicorn 1.50
- Zhalfirin Commander 1.00
- Zirilan of the Claw 5.00
- Zombie Mob 1.00
- Zuberi, Golden Feather 5.00

VISIONS

WIZARDS OF THE COAST- 1997

Full Set (167 cards) 175.00
Booster Pack (15 cards) 2.50
Booster Box (36 packs) 80.00
Commons 10

- Aku Djinn 6.00
- Anvil of Bogardan 6.00
- Archangel 7.00
- Army Ants 1.00
- Blanket of Night 2.50
- Bogardan Phoenix 3.50
- Brass-Talon Chimera 50
- Breathstealer's Crypt 5.00
- Brood of Cockroaches 1.00
- Chronatog 6.00
- City of Solitude 10.00
- Coral Atoll 75
- Corrosion 3.00
- Creeping Mold 1.00
- Daraja Griffin 75
- Desertion 8.00
- Desolation 75
- Diamond Kaleidoscope 3.50
- Dormant Volcano 75
- Dragon Mask 75
- Dream Tides 75
- Elephant Grass 1.50
- Elkin Lair 4.00
- Equipoise 5.00
- Everglades 75
- Eye of Singularity 4.50
- Femeref Enchantress 3.50
- Firestorm Hellkite 8.00
- Flooded Shoreline 4.00
- Forbidden Ritual 4.50
- Foreshadow 75
- Goblin Recruiter 75
- Griffin Canyon 4.00
- Guiding Spirit 4.00
- Heat Wave 75
- Heim of Awakening 75
- Honorable Passage 1.00
- Hulking Cyclops 75
- Iron-Heart Chimera 75
- Juju Bubble 1.00
- Jungle Basin 75
- Kaervek's Spite 4.50
- Karoo 75
- Katabatic Winds 4.00
- Kookus 5.00
- Kyscu Drake 75
- Lead-Belly Chimera 50
- Lichenthrope 3.00
- Lightning Cloud 5.00
- Longbow Archer 1.50
- Magma Mine 3.00
- Maptop Golem 75
- Miraculous Recovery 1.50
- Mob Mentality 75
- Mundungu 75
- Natural Order 6.00
- Necromancy 1.00
- Necrosavant 4.00
- Nekrataal 2.50
- Ogre Enforcer 5.00
- Ovinomancer 1.00
- Peace Talks 1.00
- Phyrexian Marauder 4.00
- Pillar Tombs of Aku 6.00
- Prosperity 3.00
- Pygmy Hippo 4.50
- Quicksand 1.00
- Quirion Druid 4.00
- Rainbow Efreet 6.00
- Relentless Assault 10.00
- Relic Ward 75
- Retribution of the Meek 4.00
- Righteous War 4.00
- Rowen 4.00
- Sands of Time 4.00
- Scalebane's Elite 75
- Shimmering Efreet 75

WENT UP | WENT DOWN | HEAVILY TRADED

IQ price guide

- Simoon .75
- Snake Basket .6.50
- Spitting Drake .75
- Squandered Resources .5.00
- Stompeding Wildebeests .1.00
- Suleiman's Legacy .4.00
- Summer Bloom .1.25
- Suq-Ata Assassin .75
- Talruum Piper .75
- Teferi's Honor Guard .75
- Teferi's Puzzle Box .5.50
- Teferi's Realm .4.00
- Tempest Drake .1.50
- Three Wishes .5.00
- Time and Tide .75
- Tin-Wing Chimera .50
- Tithe .5.00
- Triangle of War .3.50
- Uktabi Orangutan .75
- Undiscovered Paradise .7.00
- Vampiric Tutor .12.00
- Vampirism .75
- Viashino Sandstalker .1.50
- Viashivan Dragon .9.75
- Wand of Denial .7.00
- Waterspout Djinn .1.00
- Wind Shear .75
- Zhalfirin Crusader .5.00

WEATHERLIGHT

WIZARDS OF THE COAST- 1997

Full Set (167 cards) .180.00
Booster Pack (15 cards) .3.00
Booster Box (36 packs) .90.00
Commons .10

- Abduction .1.00
- Abeyance .5.00
- Aboroth .6.50
- Æther Flash .2.00
- Agonizing Memories .1.00
- Alabaster Dragon .7.50
- Ancestral Knowledge .7.00
- Arctic Wolves .1.00
- Argivian Find .1.00
- Argivian Restoration .1.00
- Aura of Silence .1.00
- Avizoa .4.50
- Banshi .1.00
- Bone Dancer .4.00
- Bosium Strip .7.00
- Bubble Matrix .6.00
- Buried Alive .1.00
- Call of the Wild .5.00
- Chimeric Sphere .1.00
- Cinder Giant .1.00
- Circling Vultures .1.00
- Cloud Djinn .1.25
- Cone of Flame .1.00
- Debt of Loyalty .5.00
- Dense Foliage .6.00
- Desperate Gambit .1.00
- Dingus Staff .1.50
- Doomsday .7.00
- Downdraft .1.00
- Dwarven Thaumaturgist .4.00
- Ertai's Familiar .5.00
- Fallow Wurm .1.00
- Familiar Ground .1.00
- Fervor .7.00
- Festering Evil .1.00
- Firestorm .7.50
- Foriysian Brigade .1.00
- Fungus Elemental .5.50
- Gaea's Blessing .2.50
- Gallowbraid .5.00
- Gemstone Mine .3.00
- Gerrard's Wisdom .1.00
- Goblin Bomb .6.00
- Goblin Grenadiers .1.00
- Heart of Bogardan .6.00
- Heat Stroke .5.00
- Hidden Horror .1.00
- Hurloon Shaman .1.00
- Infernal Tribute .6.00
- Inner Sanctum .5.00
- Jabari's Banner .1.00
- Lava Hounds .1.00
- Liege of the Hollows .5.00
- Llanowar Behemoth .1.00
- Lotus Vale .12.00
- Mana Web .6.00
- Maraxus of Keld .7.00
- Master of Arms .1.00
- Mischievous Poltergeist .1.00
- Mistmoon Griffin .1.00
- Morinfen .5.00
- Mwonvuli Ooze .4.00
- Nature's Resurgence .4.50
- Necratog .1.00
- Noble Benefactor .1.00
- Null Rod .5.00
- Odylic Wraith .1.50
- Orcish Settlers .2.50
- Paradigm Shift .5.00
- Peacekeeper .6.00
- Pendrell Mists .6.50
- Phantom Warrior .2.00
- Phyrexian Furnace .1.00
- Psychic Vortex .4.00
- Relearn .2.00
- Revered Unicorn .1.00
- Roc Hatchling .1.00
- Scorched Ruins .6.00
- Serenity .6.00
- Serra's Blessing .2.50
- Serrated Biskelion .1.00
- Southern Paladin .7.00
- Steel Golem .1.00
- Strands of Night .1.00
- Straw Golem .1.00
- Sylvan Hierophant .1.00
- Tariff .5.00
- Teferi's Veil .1.00
- Thran Forge .1.00
- Thran Tome .4.50
- Thundermare .9.00
- Timid Drake .1.00
- Tolarian Entrancer .5.00
- Tolarian Serpent .5.00
- Touchstone .1.00
- Tranquil Grove .7.00
- Urborg Justice .4.50
- Urborg Stalker .4.00
- Veteran Explorer .1.00
- Vodalian Illusionist .2.00
- Volunteer Reserves .1.50
- Wave of Terror .5.00
- Well of Knowledge .6.00
- Winding Canyon .6.00
- Xanthic Statue .5.00

TEMPEST

WIZARDS OF THE COAST- 1997

Full Set (335 cards) .300.00
Booster Pack (15 cards) .3.00
Booster Box (36 packs) .100.00
Starter Deck (60 cards) .9.00
Starter Box (12 decks) .90.00
Starter Box (12 decks–pre-constructed) .75.00
Commons .10

- Abandon Hope .1.50
- Advance Scout .15
- Aftershock .15
- Altar of Dementia .6.00
- Aluren .6.50
- Ancient Runes .1.00
- Ancient Tomb .1.50
- Angelic Protector .1.50
- Anoint .15
- Apes of Rath .1.25
- Apocalypse .7.00
- Armor Sliver .1.25
- Armored Pegasus .15
- Auratog .4.00
- Avenging Angel .5.00
- Barbed Sliver .1.50
- Bayou Dragonfly .15
- Bellowing Fiend .4.00
- Benthic Behemoth .4.50
- Blood Frenzy .15
- Blood Pet .15
- Boil .1.50
- Booby Trap .10.00
- Bottle Gnomes .1.00
- Bounty Hunter .6.00
- Broken Fall .15
- Caldera Lake .5.00
- Canopy Spider .15
- Canyon Drake .3.25
- Canyon Wildcat .15
- Capsize .15
- Carrionette .4.00
- Chaotic Goo .3.75
- Charging Rhino .1.50
- Chill .2.00
- Choke .2.00
- Cinder Marsh .1.25
- Circle of Protection: Black .15
- Circle of Protection: Blue .15
- Circle of Protection: Green .15
- Circle of Protection: Red .15
- Circle of Protection: Shadow .15
- Circle of Protection: White .15
- Clergy en-Vec .15
- Clot Sliver .15
- Cloudchaser Eagle .15
- Coercion .15
- Coffin Queen .5.00
- Coiled Tinviper .15
- Cold Storage .4.00
- Commander Greven il-Vec .9.00
- Corpse Dance .5.00
- Counterspell .15
- Crazed Armodon .4.00
- Crown of Flames .15
- Cursed Scroll .6.00
- Dark Banishing .15
- Dark Ritual .15
- Darkling Stalker .15
- Dauthi Embrace .2.00
- Dauthi Ghoul .1.50
- Dauthi Horror .15



TOP 10 HOTTEST CARDS

1) Time Warp

A bend or fluctuation in space which distorts the indefinite continuous duration in which events succeed one another. A science-fiction hypothesis which allows travel to... Oh, Time Warp the *Magic* card. Uh, let's see... It's blue. Text says you get an extra turn. That's probably good, right?

- Dauthi Marauder .15
- Dauthi Mercenary .1.25
- Dauthi Mindripper .1.00
- Dauthi Slayer .15
- Deadshot .5.00
- Death Pits of Rath .6.50
- Diabolic Edict .15
- Dirtcowl Wurm .7.00
- Disenchant .15
- Dismiss .1.25
- Disturbed Burial .15
- Dracoplasm .6.00
- Dread of Night .2.00
- Dream Cache .15
- Dregs of Sorrow .5.00
- Duplicity .5.00
- Earthcraft .5.00
- Echo Chamber .5.50
- Eladamri, Lord of Leaves .8.00
- Eladamri's Vineyard .8.00
- Elite Javelineer .15
- Elven Warhounds .4.50
- Elvish Fury .15
- Emerald Medallion .5.00
- Emmessi Tome .4.50
- Endless Scream .15
- Energizer .5.00
- Enfeeblement .15
- Enraging Licid .1.25
- Ertai's Meddling .3.75
- Escaped Shapeshifter .6.00
- Essence Bottle .1.00
- Evincar's Justice .15
- Excavator .1.25
- Extinction .4.00
- Fevered Convulsion .4.50
- Field of Souls .5.00
- Fighting Drake .1.25
- Firefly .1.25
- Fireslinger .15
- Flailing Drake .1.00
- Flickering Ward .1.50
- Flowstone Giant .15
- Flowstone Salamander .75
- Flowstone Sculpture .5.00
- Flowstone Wyvern .4.00
- Fool's Tome .4.50
- Forest .15
- Frog Tongue .15
- Fugitive Druid .4.00
- Furnace of Rath .8.00
- Fylamarid .1.25
- Gallantry .1.00
- Gaseous Form .15
- Gerrard's Battle Cry .5.00
- Ghost Town .1.25
- Giant Crab .15
- Giant Strength .15
- Goblin Bombardment .1.50
- Gravedigger .15
- Grindstone .8.00
- Hand to Hand .4.00
- Hanna's Custody .4.25
- Harrow .1.00
- Havoc .2.00
- Heart Sliver .15
- Heartwood Dryad .15
- Heartwood Giant .4.50
- Heartwood Treefolk .1.00
- Helm of Possession .7.50
- Hero's Resolve .15
- Horned Sliver .1.50
- Horned Turtle .15
- Humility .6.50
- Imps' Taunt .2.00
- Insight .1.25
- Interdict .3.00
- Intuition .5.00
- Invulnerability .1.00
- Island .15
- Jackal Pupp .1.00
- Jet Medallion .5.00
- Jinxed Idol .6.00
- Kezzerdrix .3.50
- Kindle .15
- Knight of Down .2.00
- Knight of Dusk .1.50
- Krakilin .3.00
- Leeching Licid .1.25
- Legacy's Allure .2.50
- Legerdemain .1.50
- Light of Day .2.00
- Lightning Blast .15
- Lightning Elemental .15
- Living Death .5.00
- Lobotomy .3.00
- Lotus Petal .1.00
- Lowland Giant .15
- Maddening Imp .4.00
- Magmasaur .4.50
- Magnetic Web .5.00
- Mana Severance .5.00
- Manakin .15
- Manta Riders .15
- Marble Titan .4.00
- Marsh Lurker .15
- Master Decoy .15
- Mawcor .4.00
- Maze of Shadows .1.50
- Meditate .10.00
- Metallic Sliver .15
- Mindwhip Sliver .1.25
- Minion of the Wastes .5.00
- Mirri's Guile .5.00
- Mnemonic Sliver .1.50
- Mogg Canon .75
- Mogg Conscripts .15
- Mogg Fanatic .15
- Mogg Hollows .1.25
- Mogg Raider .15
- Mogg Squad .1.25
- Mongrel Pack .4.50
- Mountain .15
- Mounted Archers .15
- Muscle Sliver .15
- Natural Spring .15
- Nature's Revolt .6.00
- Needle Storm .1.50
- No Quarter .4.00
- Nurturing Licid .1.25

key

ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ■ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

- Opportunist 1.00
- Oracle en-Vec 5.00
- Orim, Samite Healer 5.00
- Orim's Prayer 75
- Overrun 2.50
- Pacifism 15
- Pallimud 4.00
- Patchwork Gnomes 75
- Pearl Medallion 5.00
- Pegasus Refuge 6.00
- Perish 1.00
- Phyrexian Grimoire 4.00
- Phyrexian Hulk 1.00
- Phyrexian Splicer 1.25
- Pincher Beetles 15
- Pine Barrens 5.50
- Pit Imp 15
- Plains 15
- Power Sink 15
- Precognition 5.25
- Propaganda 2.00
- Puppet Strings 2.00
- Quickening Licid 1.25
- Rain of Tears 2.00
- Rampant Growth 15
- Ranger en-Vec 2.00
- Rathi Dragon 12.00
- Rats of Rath 15
- Reality Anchor 15
- Reanimate 1.75
- Reap 1.00
- Reckless Spite 1.25
- Recycle 6.00
- Reflecting Pool 12.00
- Renegade Warlord 1.25
- Repentance 2.00
- Respite 15
- Rolling Thunder 15
- Root Maze 5.00
- Rootbreaker Wurm 15
- Rootwalla 15
- Rootwater Depths 1.25
- Rootwater Diver 1.00
- Rootwater Hunter 15
- Rootwater Matriarch 4.50
- Rootwater Shaman 3.75
- Ruby Medallion 5.00
- Sacred Guide 4.00
- Sadistic Glee 15
- Safeguard 4.00
- Salt Flats 5.50
- Sandstone Warrior 15
- Sapphire Medallion 5.00
- Sarcomancy 4.00
- Scabland 5.50
- Scalding Tongs 5.00
- Scorched Earth 4.50
- Scragnoth 3.50
- Screeching Harpy 75
- Scroll Rack 7.00
- Sea Monster 15
- Searing Touch 1.00
- Seeker of Skybreak 15
- Segmented Wurm 1.25
- Selenia, Dark Angel 6.00
- Serene Offering 1.25
- Servant of Volrath 15
- Shadow Rift 15
- Shadowstorm 1.50
- Shatter 15
- Shimmering Wings 15
- Shocker 6.00
- Sky Spirit 2.00
- Skyshroud Condor 1.00
- Skyshroud Elf 15
- Skyshroud Forest 5.50
- Skyshroud Ranger 15
- Skyshroud Troll 15
- Skyshroud Vampire 1.25
- Soltari Crusader 1.00
- Soltari Emissary 5.00
- Soltari Foot Soldier 15
- Soltari Guerrillas 5.00
- Soltari Lancer 15
- Soltari Monk 1.25
- Soltari Priest 1.25
- Soltari Trooper 15
- Souldrinker 1.25
- Spell Blast 15
- Spike Drone 15
- Spinal Graft 15
- Spirit Mirror 6.00
- Spontaneous Combustion 3.00
- Squee's Toy 15
- Stalking Stones 2.00
- Starke of Rath 3.50
- Static Orb 6.00
- Staunch Defenders 1.00
- Steal Enchantment 3.00
- Stinging Licid 1.00
- Stone Rain 15
- Storm Front 75
- Stun 15
- Sudden Impact 2.00
- Swamp 15
- Tahngarth's Rage 1.00
- Talon Sliver 15
- Telethopter 75
- Thalakos Dreamsower 1.25
- Thalakos Lowlands 1.25
- Thalakos Merfolk 15
- Thalakos Seer 15
- Thalakos Sentry 15
- Thumbscrews 4.00
- Time Ebb 15
- Time Warp 12.00
- Tooth and Claw 4.00
- Torture Chamber 4.00
- Tradewind Rider 4.00
- Trained Armodon 15
- Tranquility 15
- Trumpeting Armodon 1.00
- Twitch 15
- Unstable Shapeshifter 5.00
- Vec Township 75
- Verdant Force 6.50
- Vernagis 75
- Vhat l-Dal 6.00
- Volrath's Curse 15
- Wall of Diffusion 15
- Warmth 2.00
- Wasteland 3.00
- Watchdog 1.25
- Whim of Volrath 4.50
- Whispers of the Muse 2.00
- Wild Wurm 1.25
- Wind Dancer 1.75
- Wind Drake 15
- Winds of Rath 5.00
- Winged Sliver 15
- Winter's Grasp 75
- Wood Sage 4.00
- Worthy Cause 1.00

PROMOTIONAL CARDS

- Arena 5.00
- Giant Badger 5.00
- Mana Crypt 20.00
- Nacatlini Dragon 4.50
- Sewers of Estark 5.00
- Windseeker Centaur 4.50

FACTORY SETS

M:TG Beta Factory Set (363 cards) $200.00
This set is known as the "Domestic Edition." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal. 10,000 printed.

M:TG Beta International Factory Set (363 cards) $200.00
Known as the "International Edition," this set is the same as above except the cards have "International Collectors Editon" on them. Cards are also not tournament legal. 5,000 printed.

M:TG Pro Tour Collector Set $100.00
This set contains the eight top decks from the NYC tournament in a special slipcase. There are 720 cards in total. 20,000 printed.

HEY *MAGIC* FANS!
Want more *Magic*? Turn to page 32 for the top decks of all time!



WENT UP | WENT DOWN | HEAVILY TRADED

INQUEST price guide

BATTLETECH
WIZARDS OF THE COAST–1996

Full Set (293 cards)		$280.00
Starter Deck (60 cards)		10.00
Starter Box (12 decks)		100.00
Booster Pack (15 cards)		3.00
Booster Box (36 packs)		95.00
Unlisted Commons		.10
Unlisted Uncommons		.25
Alex Mallory	R	7.50
Arms Reduction	R	5.00
Arrow IV Battery	U	1.00
Atlas, AS7-K	R	5.00
Axman, AXM-1N	R	5.00
Bearer of McKennsy Hammer	R	6.00
Bjorn Jorgensson	R	12.00
Candace Liao	R	8.50
Communications Failure	R	4.50
ComStar Bank Account	U	1.00
Contract w/Gray Death Legion	R	5.00
Contract with Wolf's Dragoons	R	5.50
Coventry Metal Works	V	2.50
Crockett, CRK-5003-1	U	1.00
Culling	R	4.50
Daisha A, Dire Wolf	R	15.00
Death Commando Strike	R	4.50
Death From Above	U	1.00
DEST Pilot	R	4.50
Dragonfly A, Viper	R	4.00
Dragonfly B, Viper	U	1.00
Dragonfly C, Viper	U	1.00
Dragonfly D, Viper	U	1.00
Dragonfly Prime, Viper	U	1.00
Effective Groundwork	U	1.00
Elias Crichell	R	6.50
Elite Infantry	R	4.50
Elite MechWarrior	U	1.00
Evantha Fetladral	R	5.00
Exterminator, EXT-4D	U	1.00
Falcon, FLC-4P	U	1.00
Fenris A, Ice Ferret	U	1.00
Firestarter, FS9-S	R	5.50
Flashman, FLS-8K	R	4.50
Galen Cox	R	7.50
Gladiator B, Executioner	R	5.50
Gray Death Pilot	U	1.00
Grayson Death Carlyle	R	8.50
Guerrilla Support	R	5.00
Guillotine, GLT-5M	R	4.00
Hanse Davion "The Fox"	R	9.50
Heavy Industry	V	2.50
Highlander, HGN-732	R	5.00
Hoplite, HOP-4D	R	4.50
ISF Counterespionage	R	4.50
Jaime Wolf	R	8.50
Jump Into Cover	U	2.00
Justin Xiang Allard	R	9.00
Kai Allard-Liao	R	11.00
Koshi A, Mist Lynx	R	5.00
Koshi C, Mist Lynx	R	4.50
Koshi D, Mist Lynx	U	1.00
Lancelot, LNC25-01	R	4.50
Leo Showers	R	6.00
Luck of the Fox	R	4.50
Mad Cat A, Timber Wolf	U	1.00
Mad Cat B, Timber Wolf	U	1.00
Mad Cat C, Timber Wolf	R	4.50
Mad Cat D, Timber Wolf	U	1.00
Man O' War A, Gargoyle	R	4.50
Man O' War B, Gargoyle	R	4.50
Man O' War C, Gargoyle	R	4.00
Manipulation of Romano	R	4.50
Marik Arms Trade	V	2.50
Marissa Morgan	R	7.00
Masakari C, Warhawk	R	5.00
Masakari Prime, Warhawk	R	5.00
Maskirovka Operatives	R	4.50
Mauler, MAL-1R	R	4.50
Melissa Steiner Davion	R	10.00
Mongoose, MON-66	U	1.00
Morgan Hasek-Davion	R	7.50
Morgan Kell	R	9.00
NAIS	V	2.50
Natasha Kerensky	R	14.00
Open Supply Lines	R	4.50
Operation Advisory Council	U	1.00
Orion, ON1-K	R	4.50
Perimeter Alarm	R	4.50
Phelan	R	9.00
Pryde's Pride	R	4.50
Puma C, Adder	U	1.00
Rampage!	R	4.50
Rapid Cool-Down	U	1.00
Raven, RVN-3L	U	1.00
Reassigned Pilot	R	4.00
Report from the Watch	R	4.50
Retrofitted Laser System	U	1.00
Romano Liao	R	7.00
Rookie Pilot	R	4.50
Ryoken A, Stormcrow	U	1.00
Ryoken D, Stormcrow	U	1.00
Sabotaged Heat Sinks	R	4.50
Sabotaged Missiles	R	4.50
Sacrifice for the Dragon!	R	4.50
SAFE Report	R	4.00
Salvage Strike Crew	U	1.00
Satchel Charges	R	4.50
Scrounger Crew	V	2.50
Shogun, SHG-2F	R	5.00
Silver Sunburst Pilot	R	4.00
Spider, SDR-5V	U	.75
Steal 'Mech	R	4.50
Subhash Indrahar	R	6.00
Sun Zhang Academy	V	2.50
Takashi Kurita	R	10.00
Teachings of Unfinished Book	R	4.00
Theodore Kurita	R	7.50
Think Tank	V	2.00
Thomas Marik	R	8.00
Thor B, Summoner	R	4.50
Tsen Shang	R	5.00
Uller C, Kit Fox	R	4.50
Victor Steiner-Davion	R	8.00
Vulture B, Mad Dog	R	5.00
Wolf's Dragoons Pilot	U	1.00
Wyvern, WVE-5N	R	5.00

MIDDLE-EARTH: THE WIZARDS LIMITED EDITION
IRON CROWN ENTERPRISES–1995

Full Set (484 cards)		$325.00
Starter Deck (76 cards)		10.00
Starter Box (10 decks)		95.00
Booster Pack (15 cards)		3.50
Booster Box (36 packs)		100.00
Unlisted Common cards		.20
Unlisted Common sites		.25
Unlisted Common characters		.25
Unlisted Uncommon cards		.75
Unlisted Rare cards		4.00

Pr rarity denotes promo.

Adunaphel	R	10.00
Agburanar	R	8.00
Akhorahil	R	10.00
Align Palantir	U	1.50
Arkenstone, The	R	8.00
Army of the Dead	R	7.00
Assassin	R	8.00
Balance of Things, The	R	7.00
Balrog of Moria	R	10.00
Bane of the Ithil-stone	R	8.50
Barad-dûr	R	6.50
Bilbo	R	13.00
Black Arrow	Pr	4.00
Burden of Time, The	U	1.00
Call of the Sea	U	1.50
Círdan	R	9.00
Cirith Ungol	R	4.50
Cock Crows, The	U	1.50
Daelomin	R	6.50
Dáin II	R	7.50
Dwar of Waw	R	8.00
Dw. Ring of Barin's Tribe	R	6.00
Dw. Ring of Bavor's Tribe	R	6.00
Dw. Ring of Druin's Tribe	R	6.00
Dw. Ring of Durin's Tribe	R	6.50
Dw. Ring of Dwalin's Tribe	R	6.00
Dw. Ring of Thelor's Tribe	U	3.00
Dw. Ring of Thrér's Tribe	U	3.00
Elf-song	R	7.50
Elrond	R	8.00
Eye of Sauron	R	7.50
Fair Travels in Dark-domains	R	5.50
Fair Travels in Free-domains	R	5.50
Fell Beast	R	7.50
Frodo	R	12.50
Fury of The Iron Crown	Pr	3.00
Galadriel	R	10.00
Gambling the Old	U	1.50
Ghân-buri-Ghân	U	1.50
Glamdring	U	1.50
Glittering Caves	U	1.50
Glóin	U	1.50
Goldberry	U	2.00
Gollum's Fate	R	7.50
Great Eagles, The	U	1.50
Great Ship	R	6.50
Hillmen	U	1.50
Hoarmurath of Dír	R	10.00
Hobbits	R	9.00
Huorn	U	.75
Imrahil	U	1.00
Indur Dawndeath	R	8.00
Iron Crown, The	Pr	3.00
Isles of the Dead that Live	R	6.50
Khamûl the Easterling	R	10.00
Knights of Dol Amroth	U	1.50
Lossoth	U	1.50
Magic Ring of Courage	U	1.50
Magic Ring of Lore	U	1.50
Magic Ring of Nature	U	1.50
Magic Ring of Stealth	U	1.50
Magic Ring of Words	U	1.50
Merry	U	1.50
Mithril-coat, The	R	7.50
Moon	U	1.50
Morannon	R	8.00
Morgul-horse	R	8.00
Morgul-knife	R	7.50
Morgul Night	R	8.00
Mount Doom	U	1.50
Mount Gundabad	U	1.50
Mouth of Sauron	R	10.00
Narsil	U	1.50
Narya	R	7.50
Nazgûl are Abroad, The	R	7.50
Neeker-Breekers	Pr	2.50
Nenya	R	7.00
Old Man Willow	U	1.50
Old Thrush, The	U	1.50
Olog-hai (Trolls)	U	1.50
One Ring, The	R	42.00
Orcrist	U	1.50
Ost-in-Edhil	U	1.50
Palantír of Elostirion	U	1.50
Palantír of Minas Tirith	U	1.50
Palantír of Orthanc	U	1.50
Pale Sword, The	R	8.00
Precious, The	R	8.00
Pûkel-men	R	5.00
Quickbeam	U	1.50
Quiet Lands	U	1.50
Ren the Unclean	R	8.50
Roäc the Raven	R	5.50
Rogrog	R	5.50
Sacrifice of Form	R	10.00
Secret Entrance	R	6.50
Shadowfax	R	7.00
Shelob	R	10.00
Shelob's Lair	R	7.50
Siege	R	7.50
Silent Watcher	R	5.50
Smaug	R	11.50
Thief	R	7.50
Thorin II	R	7.25
Tom (Tuma)	U	2.00
Torque of Hues	U	1.50
Traitor	R	8.00
True Fána	R	8.00
Uvatha the Horseman	R	10.00
Vale of Erech	R	6.00
Vilya	R	6.00
White Tree, The	R	6.50
Will of Sauron, The	R	9.00
Will of the Ring, The	R	6.00
Witch-king of Angmar	R	10.00
Wizard's Fire	R	6.00
Wizard's Flame	U	2.00
Wizard's Laughter	U	1.50
Wizard's River-horses	U	2.00
Words of Power and Terror	R	6.50

PORTAL
WIZARDS OF THE COAST–1997

Full Set (215 cards)		145.00
Starter Deck (86 cards)		$9.00
Starter Box (12 decks)		90.00
Booster Pack (16 cards)		3.00
Booster Box (36 packs)		90.00
Unlisted Common cards		.10
Unlisted Uncommons		.50
Unlisted Rare cards		2.00
Alabaster Dragon	R	5.00
Alluring Scent	R	3.00
Ancestral Memories	R	5.00
Archangel	R	8.00
Armageddon	R	15.00
Balance of Power	R	5.00
Blessed Reversal	R	4.00
Blinding Light	R	3.00
Cruel Bargain	R	3.00
Cruel Fate	R	5.00
Cruel Tutor	R	5.00
Devastation	R	7.00
Djinn of the Lamp	R	5.00
Dread Charge	R	4.00
Dread Reaper	R	4.00
Earthquake	R	5.00
Ebon Dragon	R	6.00
Final Strike	R	5.00
Fire Dragon	R	6.00
Fire Tempest	R	4.00
Forked Lightning	R	5.00
Gift of Estates	R	3.00
Harsh Justice	R	4.00
King's Assassin	R	6.00
Last Chance	R	5.00
Mercenary Knight	R	3.00
Natural Order	R	5.00
Nature's Cloak	R	4.00
Pillaging Horde	R	10.00
Primeval Force	R	5.00
Prosperity	R	5.00
Serpent Assassin	R	4.00
Spiritual Guardian	R	4.00
Stern Marshal	R	3.00
Summer Bloom	R	3.50
Sylvan Tutor	R	3.00
Taunt	R	3.50
Temporary Truce	R	3.00
Thing from the Deep	R	5.00
Thundering Wurm	R	4.00
Thundermare	R	7.00
Treetop Defense	R	3.50
Volcanic Dragon	R	6.50
Wicked Pact	R	3.00
Wrath of God	R	20.00

STAR TREK: THE NEXT GENERATION UNLIMITED
DECIPHER–1994

Full Set (363 cards)		$250.00
Starter Deck (60 cards)		8.00
Starter Box (12 decks)		80.00
Booster Pack (15 cards)		2.75
Booster Box (36 packs)		80.00
Unlisted Common cards		.15
Unlisted Common Personnel cards		.50
Unlisted Uncommons		.75

Cards are white-bordered.

Albert Einstein	R	5.50
Alidar Jarok	R	4.50
Alien Groupie	R	4.00
Alyanna Nechayev	R	5.00
Ancient Computer	R	3.50
Anti-Time Anomaly	R	3.50
Armus–Skin of Evil	R	5.00
Avert Disaster	R	4.00
B'Etor	R	8.50
Barclay's Protoplasmic Disease	R	5.00
Betazoid Gift Box	R	6.50
Beverly Crusher	R	15.50
Borg Ship	R	8.50
Bynars Weapon Enhancement	R	5.00
Crosis	R	6.50
Crystalline Entity	R	5.00
Cultural Observation	R	4.00
Cytherians	R	4.00
Data	R	30.00
Deanna Troi	R	15.00
Devil, The	R	4.50
Devoras	R	6.00
Dr. La Forge	R	5.00
Dr. Leah Brahms	R	5.00
Duras	R	6.00
Evaluate Terraforming	R	4.00
Explore Black Cluster	R	3.50
Explore Dyson Sphere	R	3.50
Explore Typhone Expanse	R	3.50
Extraction	R	3.50
Geordi La Forge	R	20.00
Goddess of Empathy	R	5.00
Gowron	R	10.00
Haakona	R	6.00
Honor Challenge	R	5.00
Horga'hn	R	8.00
Hugh	R	6.00
Hunt for DNA Program	R	4.00
I.K.C. Bortas	R	6.50
I.K.C. Buruk	R	5.50
I.K.C. Hegh'ta	R	6.00
I.K.C. Pagh	R	6.00

key: WENT UP | WENT DOWN | HEAVILY TRADED

I.K.C. Qu'Vat	R	5.00
Iconia Investigation	R	4.00
Interphase Generator	R	6.50
Investigate Alien Probe	R	4.00
Investigate Disappearance	R	4.00
Investigate Disturbance	R	4.00
Investigate Massacre	R	3.50
Investigate Raid	R	3.50
Investigate Rogue Comet	R	3.50
Investigate "Shattered Space"	R	3.50
Investigate Sighting	R	3.50
Investigate Time Continuum	R	3.50
Jaglon Shrek–Info Broker	R	5.00
Jean-Luc Picard	R	32.00
Kahless	R	4.50
Kargan	R	5.50
K'Ehleyr	R	5.00
Kevin Uxbridge	U	1.00
Khazara	R	6.00
Khitomer Research	R	3.50
Kivas Fajo–Collector	U	1.00
Klingon Death Yell	R	4.00
Ktarian Game	R	4.25
Kurak	R	6.00
Kurlan Naikos	R	7.00
Kurn	R	6.00
Leah Brahms	R	5.50
Lore Returns	R	6.50
Lore's Fingernail	R	5.50
Lursa	R	8.00
Lwaxanna Troi	R	8.50
Medical Relief	R	4.00
Mendak	R	5.00
Morgan Bateson	R	5.00
Nagilum	R	4.00
Neela Daren	R	5.00
New Contact	R	4.00
Pegasus Search	R	4.00
Pi	R	5.00
Q	R	8.00
Reginald Barclay	R	6.00
Richard Galen	R	5.50
Ro Laren	R	7.00
Roga Danar	R	8.00
Sarek	R	6.50
Sarjenka	R	4.00
Sarthong Plunder	R	4.00
Satelk	R	5.00
Seek Life-form	R	3.50
Selo	R	6.50
Shelby	R	5.50
Sir Isaac Newton	R	5.50
Study "Hole in Space"	R	3.50
Study Lonka Pulsar	R	4.00
Study Nebula	R	3.50
Supernova	R	5.50
Survey Mission	R	3.50
Tam Elbrun	R	6.00
Tasha Yar	R	10.50
Temporal Causality Loop	R	4.50
Thomas Riker	R	14.50
Thought Maker	R	7.50
Time Travel Pod	R	7.50
Tomalak	R	5.50
Toreth	R	5.00
Tox Uthat	R	7.00
Tsiolkovsky Infection	R	4.00
U.S.S. Brittain	R	6.00
U.S.S. Enterprise	R	25.00
U.S.S. Hood	R	7.00
U.S.S. Phoenix	R	7.00
U.S.S. Yamato	R	8.50
Varon-T Disruption	R	7.00
Vash	R	7.00
Vulcan Stone of Gol	R	7.00
Warp Core Breach	R	4.50
Wesley Crusher	R	15.00
William T. Riker	R	22.00
Wind Dancer	R	4.00
Worf	R	22.00
Wormhole Negotiations	R	4.00

STAR TREK: THE NEXT GENERATION LIMITED

DECIPHER–1995

Full Set (363 cards) $700.00
Starter Deck (60 cards) 15.00
Starter Box (12 decks) 150.00
Booster Pack (15 cards) 6.00
Booster Box (36 packs) 175.00

Cards are black-bordered.

Single cards are worth 30% to 40% more than unlimited equivalents.

ALTERNATE UNIVERSE EXPANSION

DECIPHER–1995

Full Set (122 cards, not including "Future Enterprise") $135.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 80.00
Unlisted Common cards 10
Unlisted Common Personnel cards 25
Unlisted Uncommon cards 75
Unlisted Rare cards 3.00

Berlingoff Rasmussen	R	5.00
Beverly Picard	R	10.00
Brute Force	R	5.00
Commander Tomalak	R	5.50
Cryosatellite	R	5.00
Data's Head	R	7.00
Devidian Doorway	R	4.50
FGC-47 Research	R	5.00
Future Enterprise	UR	75.00
Gomtuu	R	5.00
Governor Worf	R	12.00
Ian Andrew Troi	R	6.00
Iconian Gateway	R	5.50
Lakanta	U	1.00
Lt. Jean-Luc Picard	U	1.00
Major Rakal	R	5.50
Ophidian Cane	R	5.50
Reunion	R	5.00
Samuel Clemens' Pocketwatch	R	6.50
Tasha Yar-Alternate	R	9.00
U.S.S. Enterprise-C	R	15.00

Q CONTINUUM EXPANSION

DECIPHER 1996

Full Set (121 cards) $100.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 85.00
Common Cards 15
Uncommon Cards 75
Unlisted Rare Cards 4.50

Arbiter of Succession	R	5.00
Blade of Tkon	R	7.50
Conar	R	5.00
Data's Body	R	3.50
Doppleganger	R	5.00
Golen	R	7.00
IKC Mabt-R'a	R	5.00
Juliana Tainer	R	6.00
Katherine Pulaski	R	7.00
Klingon Civil War	R	5.00
Lal	R	6.00
Madam Guinan	R	9.00
Manheim's Dimensional Door	R	5.00
Mona Lisa	R	6.00
Mortal Q	R	6.00
Mr. Homn	R	5.00
Nick Locarno	R	6.00
Sheliak, The	R	6.00
USS Stargazer	R	7.50
Yuta	R	9.00

FIRST CONTACT EXPANSION

Full Set (130 cards) •
Booster Pack (9 cards) 2.50
Common Cards 15
Unlisted Uncommon Cards 75

Abandon Mission	R	4.00
Adapt: Modulate Shields	U	1.00
Admiral Hayes	R	6.00
Alas, Poor Queen	R	3.00
Alyssa Ogawa	R	6.00
Android Headlock	R	3.00
Antique Machine Gun	R	3.00
Assimilate Counterpart	U	1.00
Assimilate Homeworld	R	3.00
Assimilate Starship	U	1.00
Assimilate This!	R	3.00
Assimilation Table	U	1.00
Assimilation Tubules	U	1.00
Balancing Act	U	1.00
Beverly Crusher	R	10.00
Blended	U	1.00
Borg Cube	U	2.00
Borg Kiss	R	3.00
Borg Neuroprocessor	R	3.00
Borg Queen	R	12.00
Borg Servo	U	1.00
Build Interplexing Beacon	R	1.00
Data	R	12.00
Dead End	U	1.00
Deanna Troi	R	10.00
Disengage Safety Protocols	U	1.00
Don't Call Me Ahab	U	1.00
E.M.H. Program	U	2.00
Eliminate Starship	U	1.00
Espionage Mission	R	3.00
Fractal Encryption Code	U	1.00
Geordi La Forge	R	12.00
Hawk	U	2.00
He Will Make An Excellent Drone	U	1.00
I'm a Doctor, Not a Doorstop	U	1.00
Intermix Ratio	U	1.00
Jean-Luc Picard	R	14.00
Kathleen Tonell	U	2.00
Launch Portal	U	1.50
Lightner	U	2.00
Lily Sloane	R	8.00
Lisa Azar	U	2.00
Magic Carpet Ride OCD	R	3.00
Mercy Kill	U	1.00
Mirror Image	U	1.00
Mission Debriefing	U	1.00
Montanna Missile Complex	R	4.00
My First Raygun	R	3.00
Ocular Implants	R	3.00
Ooby Dooby	R	3.00
Patrol Neutral Zone	U	1.00
Paul Porter	R	6.00
Phoenix	R	4.00
Prepare Assault Teams	U	1.00
Primitive Culture	R	3.00
Queen's Borg Cube	R	5.00
Queen's Borg Sphere	R	5.00
Ready Room Door	U	1.50
Regenerate	R	4.00
Reginald Barcley	R	8.00
Remodulation	U	1.00
Retask	R	4.00
Salvage Starship	R	3.00
Scorched Hand	U	1.00
Scout Encounter	R	3.00
Sense the Borg	U	1.00
Sevek	U	1.00
Shipwreck	R	3.50
Solkar	R	6.00
Starfleet Type III Phaser Rifle	U	1.00
Stop First Contact	R	3.00
Strict Dress Code	R	3.00
T'Shonra	U	1.00
Temporal Vortex	U	1.50
Temporal Wake	R	3.50
Theta-Radiation Poisoning	R	3.00
Thomas McClure	U	3.00
Three-Dimensional Thinking	R	3.50
Tommygun	U	1.50
USS Bozeman	U	1.00
USS Enterprise-E	R	25.00
Undetected Beam-In	R	3.00
Visit Cochrane Memorial	R	3.00
Vulcan Lander	U	1.00
Wall of Ships	R	4.00
Weak Spot	R	3.50
William T. Riker	R	12.00
Worf	R	12.00
Zefram Cochrane	R	10.00
Zefram Cochrane's Telescope	R	3.00

STAR WARS LIMITED EDITION

DECIPHER–1995

Full Set (324 cards) $350.00
Starter Deck (60 cards) 10.00
Starter Deck Box (10 decks) 110.00
Booster Pack (15 cards) 4.00
Booster Box (36 packs) 130.00

Cards are black-bordered.

A Disturbance in the Force	U	1.00
Admiral Motti	R	4.50
A Few Maneuvers	C	.10
Affect Mind	R	5.50
Alderaan (dark side)	R	2.50
Alderaan (light side)	U	1.25
Alter	U	1.00
Assault Rifle	R	3.00
A Tremor in the Force	U	1.00
Baniss Keeg	C	.10
Bantha	U	.50
Beggar	R	5.50
Beru Lars	U	.50
Beru Stew	U	.50
Biggs Darklighter	R	5.50
Bith Shuffle, The	C	.10
Black 2	R	9.00
Black 3	U	1.50
Blast Door Controls	U	.50
Blaster	C	.10
Blaster Rack	U	1.00
Blaster Rifle (dark side)	C	.10
Blaster Rifle (light side)	C	.10
Blaster Scope	U	1.00
Boosted TIE Blaster Cannon	U	1.00
Boring Conversation Anyway	R	5.50
BoShek	U	1.00
C-3PO	R	20.00
Caller	U	.75
Cantina Brawl	R	5.00
Charming to the Last	R	3.50
Chief Bast	U	1.00
Circle is Now Complete	R	6.00
Collateral Damage	C	.10
Collision	C	.10
Colonel Wullf Yularen	U	1.00
Combined Attack	C	.10
Comlink	C	.10
Commander Praji	U	.50
Corellian Corvette	U	2.00
Counter Assault	C	.10
Crash Site Memorial	U	1.00
CZ-3	C	.10
Dantooine	U	1.00
Dark Collaboration	R	6.00
Dark Hours	U	.50
Dark Jedi Lightsaber	U	1.00
Dark Jedi Presence	R	7.50
Dark Maneuvers	C	.10
Darth Vader	R	46.00
Dathcha	U	1.00
Dead Jawa	C	.10
Death Star: Lvl 4 Mil.Corr.	U	1.00
Death Star Plans	R	5.50
Death Star Sentry	U	1.00
Death Star Trooper	C	.10
Death Star: Central Core	U	.50
Death Star: Detention Block Ctrl.	U	.50
Death Star: Detention Block Corridor	C	.10
Death Star: Docking Bay 327 (Dark)	C	.10
Death Star: Docking Bay 327 (light)	C	.10
Death Star: Level 4 Military Cor.	U	.50
Death Star: Trash Comp.	U	1.00
Death Star: War Room	U	1.00
Demotion	R	3.00
Devastator	R	17.00
Dice Ibegon	R	3.00
Disarmed (dark side)	R	6.00
Disarmed (light side)	R	6.00
Djas Puhr	R	3.50
Don't Get Cocky	R	6.00
Don't Underestimate Our	C	.10
Dr. Evazan	R	3.50
Droid Detector	C	.10
Droid Shutdown	C	.10
DS-61-2	U	1.00
DS-61-3	R	9.00
Dutch	R	9.00
EG-6	U	.75
Electrobinoculars	C	.10
Elis Helrot	U	.50
Ellorrs Modok	C	.10
Emergency Deployment	U	1.00
Empire's Back, The	U	1.00
Escape Pod	U	.50
Evacuate?	U	.50
Expand the Empire	R	5.00
Eyes in the Dark	U	1.00
Fear Will Keep Them In Line	R	3.00
Feltipern Trevogg	U	1.00
Figrin D'an	U	.50
5D6-RA-7	R	5.00
Force is Strong With this One	R	3.50
Friendly Fire	C	.10
Full Scale Alert	U	.50
Full Throttle	R	3.00
Fusion Generator Supply Tanks (dark)	C	.10
Fusion Generator Supply Tanks (light)	C	.10
Gaderffii Stick	C	.10
Garindan	R	3.00
General Dodonna	U	1.00
General Tagge	R	5.00
Gift of the Mentor	R	6.00
Gold 1	R	4.00
Gold 5	R	4.50
Grand Moff Tarkin	R	20.00
Gravel Storm	U	.50
Han's Back	U	.50
Han's Dice	C	.10
Han's Heavy Blaster Pistol	R	4.00
Han Seeker	R	2.50
Han Solo	R	36.00
Hear Me Baby, Hold Together	C	.10
Help Me Obi-Wan Kenobi	R	6.00
How Did We Get Into This	U	.50
Hydroponics Station	U	.50
Hyper Escape	C	.10
I Find Your...Disturbing	R	6.00
I Have You Now	R	3.50
I've Got a Bad Feeling About This	C	.10
I've Got a Problem Here	C	.10
I've Lost Artoo!	U	1.00
Imperial Barrier	C	.10
Imperial Blaster	C	.10

IQ price guide

Imperial Class Star Destroyer	U	3.00
Imperial Code Cylinder	C	.10
Imperial Pilot	C	.10
Imperial Reinforcements	C	.10
Imperial Trooper Guard	C	.10
Into. . .Chute, Flyboy	R	3.50
It Could Be Worse	C	.10
It's Worse	C	.10
Ion Cannon	U	1.00
Jawa (dark side)	C	.10
Jawa (light side)	C	.10
Jawa Pack	U	1.00
Jawa Siesta	U	1.00
Jedi Lightsaber	U	2.00
Jedi Presence	R	6.50
Jek Porkins	U	1.00
Juri Juice	R	3.00
Kabe	U	1.00
Kal'Falnl C'ndros	R	6.00
Kessel Run	R	3.50
Kessel (light)	U	2.00
Kessel (dark)	U	2.00
Ket Maliss	C	.10
Kinton Strider	C	.10
Krik Keed'kak	R	8.00
K'lor'slug	R	6.00
Krayt Dragon Howl	R	6.00
Labria	R	3.00
Laser Projector	U	.50
Lateral Damage	R	3.00
Leesub Sirln	R	3.00
Leia Organa	R	29.00
Leia's Back	U	.50
Leia's Sporting Blaster	U	1.00
Lieutenant Tanbris	U	.50
Lift Tube (dark side)	C	.10
Lift Tube (light side)	C	.10
Light Repeating Blaster Rifle	R	6.00
Lightsaber Proficiency	R	6.00
Limited Resources	U	.50
LIN-V8K	C	.10
LIN-V8M	C	.10
Local Trouble	R	6.00
Lone Pilot	R	3.00
Lone Warrior	R	3.00
Look Sir, Droids	R	5.00
LUKE! LUUUKE!	U	1.00
Luke Seeker	R	3.00
Luke Skywalker	R	35.00
Luke's Back	U	.50
Luke's X-34 Landspeeder	U	1.00
M'iiyoom Onith	U	.50
Macroscan	C	.10
Mantellian Savrip	R	3.00
Millennium Falcon	R	25.00
Molator	R	5.50
Momaw Nadon	U	.50
Moment of Triumph	R	3.00
Move Along	R	5.00
MSE-6 Mouse Droid	U	.50
Myo	R	3.00
Nabrun Leids	U	.50
Narrow Escape	C	.10
Nevar Yalnal	R	3.00
Nightfall	U	1.00
Noble Sacrifice	R	3.00
Obi-Wan Kenobi	R	40.00
Obi-Wan's Cape	R	8.00
Obi-Wan's Lightsaber	R	10.00
Observation Holocam	U	.50
Old Ben	C	.10
Omni Box	C	.10
On the Edge	R	3.00
Organa's Cer. Necklace	R	6.00
Our Most Desperate Hour	R	5.50
Out of Nowhere	U	.50
Overload	C	.10
Owen Lars	U	1.00
Panic	U	1.00
Physical Choke	R	6.00
Plastoid Armor	U	.50
Ponda Baba	U	1.00
Pops	U	1.00
Precise Attack	C	.10
Presence of the Force	R	7.00
Prophetess	U	1.00
Proton Torpedoes	C	.10
Quad Laser Cannon	U	1.00
R1-G4	C	.10
R2-X2	C	.10
R4-E1	C	.10
R4-M9	C	.10
Radar Scanner	C	.10
Reactor Terminal	U	.50
Rebel Barrier	C	.10
Rebel Guard	C	.10
Rebel Pilot	C	.10
Rebel Planners	R	3.00
Rebel Reinforcements	C	.10
Rebel Trooper	C	.10
Red Leader	R	10.00
Red 1	U	1.50
Red 3	R	4.00
Restraining Bolt (dark side)	C	.10
Restraining Bolt (light side)	C	.10
Restricted Deployment	U	1.00
Return of a Jedi	U	.50
Revolution	R	7.50
Rycar Ryjerd	U	1.00
Sai'torr Kai Fas	C	.10
Sandcrawler	R	3.00
Sandcrawler	R	3.00
Scanning Crew	C	.10
Scomp Link Acess	C	.10
Send a Detachment Down	R	5.00
Sense (dark side)	U	1.00
Sense (light side)	U	1.00
Set For Stun	C	.10
Shistavanen Wolfman	C	.10
Skywalkers	R	6.00
Solo Han	R	3.00
SoroSuub V-35 Landspeeder	C	.10
Spaceport Speeders	U	.50
Special Modifications	U	1.00
Stormtrooper	C	.10
Stormtrooper Backpack	C	.10
Stormtrooper Utility Belt	C	.10
Sunsdown	U	1.00
Surprise Assault	C	.10
Tactical Re-Call	R	3.00
Tagge Seeker	R	3.00
Takeel	C	.10
Tallon Roll	C	.10
Talz	C	.10
Targeting Computer	U	1.00
Tarkin Seeker	R	3.00
Tatooine (dark side)	C	.10
Tatooine (light side)	C	.10
Tatooine Utility Belt	C	.10
Tatooine: Cantina	R	3.50
Tatooine: Cantina	R	3.50
Tatooine: Docking Bay 94 (dark side)	C	.10
Tatooine: Docking Bay 94 (light side)	C	.10
Tatooine: Dune Sea	C	.10
Tatooine: Jawa Camp (dark side)	C	.10
Tatooine: Jawa Camp (light side)	C	.10
Tatooine: Jundland Wastes	C	.10
Tatooine: Lars' Moisture Farm (dark)	U	.50
Tatooine: Lars' Moisture Farm (light)	C	.10
Tatooine: Mos Eisley (dark side)	C	.10
Tatooine: Mos Eisley (light side)	U	.50
Tatooine: Obi-Wan's Hut	R	7.00
Thank the Maker	R	3.00
This is All Your Fault	U	1.00
TIE Advanced x1	U	.50
TIE Fighter	C	.25
TIE Scout	C	.10
Timer Mine (dark side)	C	.10
Timer Mine (light side)	C	.10
Tonnika Sisters	R	8.00
Traffic Control	U	.50
Trinto Duaba	U	1.00
Trooper Charge	U	.50
Turbolaser Battery	R	3.00
Tusken Breath Mask	U	1.00
Tusken Raider	C	.10
Tusken Scavengers	C	.10
2X-3KPR	U	1.00
Ubrikkian 9000-Z001	C	.10
Utinni!	R	5.50
Vader's Custom TIE	R	15.00
Vader's Eye	R	7.00
Vader's Lightsaber	R	11.00
Vaporator	C	.10
Warrior's Courage	R	3.00
We're All Gonna...Thinner!	R	6.00
We're Doomed	C	.10
WED-9-M1 Bantha Droid	R	3.00
WED15-1662 Treadwell Drd.	R	3.00
Wioslea	U	1.00
Wrong Turn	U	1.00
Wuher	U	.50
X-Wing	C	.10
Y-Wing	C	.10
Yavin 4 (dark side)	C	.10
Yavin 4 (light side)	C	.10
Yavin 4: Docking Bay (dark side)	C	.10
Yavin 4: Docking Bay (light side)	C	.10
Yavin 4: Jungle (dark side)	U	.50
Yavin 4: Jungle (light side)	U	.50
Yavin 4: Massasi Throne Rm.	R	6.50
Yavin 4: Massasi War Rm.	U	1.00
Yavin Sentry	U	1.00
Yerka Mig	U	1.00
You Overestimate Their Chances	C	.10
Your Eyes Can Deceive You	U	1.00
Your Powers...Old Man	R	6.00

STAR WARS UNLIMITED EDITION

PACKER BROWER, DECIPHER 1996

Full Set (330 cards) $250.00
Starter Dual Deck (60 cards) 9.50
Starter Box (12 decks) 95.00
Booster Pack (15 cards) 3.00

Cards are white-bordered.

Single cards are worth 25% to 35% of limited equivalents.

A NEW HOPE EXPANSION

DECIPHER 1996

Full Set (162 cards) $200.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 85.00
Unlisted Commons 10

Advance Preparation	U	1.00
Alternatives to Fighting	U	1.00
Astromech Shortage	U	.75
Attack Run	R	5.50
Besieged	R	3.50
Black 4	U	1.00
Bowcaster	R	5.00
Bromiac	R	11.00
Captain Khurgee	U	1.00
Cell 2187	R	6.00
Chewbacca	R	20.00
Clak'dor VII	R	4.00
Come With Me	C	.10
Commander Vandeen Willard	U	.75
Commence Primary Ignition	R	6.00
Commence Recharging	R	4.00
Conquest	R	14.00
Corellia	R	5.00
Dannik Jerriko	R	6.00
Danz Borin	U	.75
Dark Waters	R	4.00
Death Star	R	15.00
Death Star Tractor Beam	R	4.50
Death Star: Conference Room	U	.75
Death Star: Trench	R	4.50
Dejarik Hologame Board	R	5.50
Dianoga	R	4.00
Doikk Na'ts	U	.75
Double Agent	R	4.50
DS-61-4	R	4.50
Evader	U	1.00
Fire Extinguisher	U	.75
Garouf Lafoe	U	.75
Gold 2	U	1.00
Greedo	R	12.00
Hem Dazon	R	5.00
Het Nkik	U	.75
Hunchback	R	5.50
Hyperwave Scan	U	1.00
Hypo	R	5.50
I'm Here to Rescue You	U	1.00
I'm On the Leader	R	5.50
Ickabel G'ont	U	.75
Imperial Holotable	R	5.50
Informant	U	1.00
IT-O	R	6.00
JKiffex	R	5.50
Krayt Dragon Bones	U	1.00
Laser Gate	U	.75
Leia Seeker	R	3.50
Let the Wookie Win	R	5.50
Lirin Car'n	U	.75
Logistical Delay	U	.75
Lt. Shann Childsen	U	1.00
Luke's Cape	R	6.00
Luke's Hunting Rifle	U	1.00
M-HYD Binary Droid	U	1.00
Magnetic Suction Tube (dark side)	R	3.50
Magnetic Suction Tube (light side)	R	3.50
Maneuver Check	R	3.50
Masep	U	.75
Matti Seeker	R	3.50
Nalan Cheel	U	.75
Out of Commission	U	.75
Program Trap	U	1.00
R2-D2	R	16.50
R3-T6	R	5.50
Red 2	R	7.00
Red 5	R	15.00
Red 6	U	1.00
Reegesk	U	.75
Remote	C	.10
Reserve Pilot	U	1.00
Retract the Bridge	R	5.50
Rogue Bantha	U	1.00
Sabotage	U	1.00
Sandcrawler: Droid Junkheap	R	5.50
Sandcrawler: Loading Bay	R	5.50
Scanner Techs	U	1.00
Sensor Panel	U	1.00
Sniper	U	1.00
Sorry About the Mess	U	1.00
Spice Mines of Kessel	R	6.50
Superlaser	R	5.00
SW-4 Ion Cannon	R	4.00
Tantive IV	R	12.00
Tatooine: Bluffs	R	5.00
Tech Mo'r	U	.75
There'll be Hell to Pay	U	.75
They're on Dantooine	R	5.00
This is Some Rescue!	U	1.00
TIE Assault Squadron	U	1.00
TIE Vanguard	C	.10
Tiree	U	1.00
Tractor Beam	U	1.00
Trooper Davin Feltth	R	4.00
Tzizvvt	R	4.00
U-3PO	R	6.00
Undercover (dark)	U	.75
Undercover (light)	U	.75
URoRRuR'R'R	U	.75
URoRRuR'R'R's Hunting Rifle	U	.75
Victory Class Star Destroyer	U	2.50
We Have a Prisoner	C	.10
WED15-17 'Septoid' Droid	U	.75
Wedge Antilles	R	14.50
What're You ... On Us?	U	.75
Wookie Roar	R	5.50
Y-wing Assault Squadron	U	1.00
Yavin 4: Briefing Room	U	1.00
Yavin 4: Massassi Ruins	U	1.00
You're All Clear Kid!	R	6.00
Zutton	C	.10

HOTH EXPANSION

DECIPHER - 1996

Full Set (162 cards) $175.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 90.00
Unlisted Common cards 10

2-1B	R	6.00
Admiral Ozzel	R	6.50
Anakin's Lightsaber	R	10.00
Artillery Remote	R	4.50
AT-AT Cannon	U	1.00
Attack Pattern Delta	U	.75
Atgar Laser Cannon	U	2.00
Bacta Tank	R	4.50
Blizzard 1	R	7.50
Blizzard 2	R	5.00
Blizzard Scout 1	R	8.00
Blizzard Walker	U	1.00
Breached Defenses	U	.75
Cal Alder	U	.75
Captain Lennox	U	.75
Captain Piett	R	5.00
Collapsing Corridor	R	4.00
Commander Luke Skywalker	R	20.00
Concussion Grenade	R	6.50
Crash Landing	U	.75
Dack Ralter	R	4.50
Death Mark	R	5.00
Death Squadron	U	1.00
Debris Zone	R	4.50
Derek "Hobbie" Klivian	U	.75
Direct Hit	U	.75
Disarming Creature	R	7.00
Dual Laser Cannon	U	2.00
Echo Base Operations	R	4.50
Electro-Rangefinder	U	.75
Evacuation Control	U	.75
Exposure	U	.75
Frozen Dinner	R	7.00
Furry Fury	R	4.00
General Carlist Rieekan	R	4.00
General Veers	R	9.00
Golan Laser Battery	U	2.00
High Anxiety	R	5.00
Hoth (dark side)	U	.75
Hoth (light side)	U	.75
Hoth: Echo Command Center (dk side)	U	.75
Hoth: Echo Command Center (lt side)	U	.75
Hoth: Echo Corridor (dark side)	U	1.00
Hoth: Echo Corridor (light side)	C	.15
Hoth: Main Power Generators	U	.75
Hoth: Wampa Cave	R	4.50
I Thought They Smelled Bad	R	6.00

key — WENT UP | WENT DOWN | HEAVILY TRADED

Ice Storm (dark side)	U	.75
Ice Storm (light side)	U	.75
Image of the Dark Lord	R	4.00
Imperial Domination	U	.75
Jeroen Webb	U	.75
K-3PO	R	6.00
Lieutenant Cabbel	U	.75
Lucky Shot	U	.75
Lightsaber Deficiency	U	2.00
Major Bren Derlin	R	4.00
Medium Transport	U	.75
Meteor Impact?	R	5.50
Mournful Roar	R	5.00
One More Pass	U	.75
Ord Mantell (dark side)	C	.15
Ord Mantell (light side)	U	1.00
Planet Defender Ion Cannon	R	4.00
Power Harpoon	U	.75
Probe Antennae	U	.75
Probe Droid Laser	U	.75
R-3PO	R	5.00
Responsibility of Command	R	5.50
Rogue 1	R	9.00
Rogue 2	R	5.00
Rogue 3	R	7.00
Romas "Lock" Navander	U	.75
Rug Hug	R	5.00
Scruffy-Looking Nerf Herder	R	4.00
Self-Destruct Mechanism	U	.75
Shawn Valdez	U	.75
Silence is Golden	U	.75
Snowspeeder	U	2.00
Surface Defense Cannon	R	3.50
Stalker	R	13.00
Tactical Support	R	4.00
Target The Main Generator	R	4.00
Tamizander Rey	U	.75
Tauntaun Bones	U	.75
That's It, The Rebels Are There!	U	.75
The First Transport Is Away!	R	5.00
This Is Just Wrong	R	5.00
The Shield Doors Must Be Closed	U	.75
Tigran Jamiro	U	.75
Too Cold For Speeders	U	.75
Toryn Farr	U	.75
Trample	R	5.00
Tyrant	R	13.00
Under Attack	U	.75
Walker Barrage	U	.75
Walker Sighting	U	.75
Wall of Fire	U	.75
Wampa	R	5.00
Weapon Malfunction	R	7.00
Wes Janson	R	4.00
Who's Scruffy-Looking	R	5.00
Wyron Serper	U	.75
Yaggle Gakkle	R	4.00
You Have Failed Me...	R	5.00
You Will Go to Dagobah...	R	5.00
Zev Senesca	R	4.00

DAGOBAH EXPANSION

DECIPHER– 1996

Full Set (180 cards)	$210.00
Booster Pack (9 cards)	2.50
Booster Box (60 packs)	100.00
Common cards	.10
Unlisted Uncommon Cards	.50

4-LOM	R	7.00
4-LOM's Concussion Rifle	R	5.00
A Dangerous Time	C	.25
A Jedi's Strength	U	.50
Anoat (dark side)	U	.50
Anoat (light side)	U	.50
Asteroids...Concern Me	R	3.50
At Peace	R	5.00
Avenger	R	15.00
Away Put Your Weapon	U	.50
Bad Feeling Have I	R	5.00
Big One (dark side)	U	.50
Big One (light side)	U	.50
Bombing Run	R	4.00
Bossk	R	9.50
Bossk's Mortar Gun	R	5.00
Broken Concentration	R	5.00
Captain Needa	R	6.00
Closer?!	U	.50
Commander Brandei	U	1.00
Commander Gherant	U	1.00
Commander Nemet	U	1.00
Control (dark side)	U	.50
Control (light side)	U	.50
Corporal Derdram	U	1.00
Corporal Vandolay	U	1.00
Corrosive Damage	R	3.50
Dagobah	U	.50
Dagobah: Bog Clearing	R	4.00
Dagobah: Cave	R	5.00
Dagobah: Yoda's Hut	R	5.50
Dengar	R	8.00
Dengar's Blaster Carbine	R	5.00
Descent Into The Dark	R	4.00
Dragonsnake	R	3.50
Effective Repairs	R	4.00
Egregious Pilot Error	R	4.50
Executor	R	26.00
Executor: Holotheatre	R	4.00
Executor: Meditation Chamber	R	5.00
Failure at the Cave	R	4.00
Field Promotion	R	4.00
Flagship	R	4.00
Frustration	R	4.00
Han's Toolkit	R	4.00
Hiding In the Garbage	R	4.00
Hound's Tooth	R	7.00
I Have a Bad Feeling...This	R	4.00
I Want That Ship	R	4.00
IG-2000	R	7.00
IG-88	R	12.00
IG-88's Neural Inhibitor	R	5.00
IG-88's Pulse Cannon	R	5.00
It Is the Future You See	R	4.00
Jedi Levitation	R	5.00
Landing Claw	R	5.00
Lando System?	R	4.00
Lieutenant Suba	R	5.00
Light Maneuvers	R	3.50
Location, Location, Location	R	4.00
Lost in Space	R	5.50
Luke's Backpack	R	4.00
Mist Hunter	R	6.00
Much Anger In Him	R	3.50
No Disintegrations	R	5.00
Obi-Wan's Apparition	R	5.00
Order to Engage	R	3.50
Polarized...Power Coupling	R	3.50
Punishing One	R	6.00
Ruithal	U	3.50
Reflection	R	6.00
Report to Lord Vader	R	4.00
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CLOUD CITY EXPANSION

DECIPHER– 1997

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Protector	R	5.00
Punch It!	R	4.00
Put That Down	C	.25
Redemption	R	10.00
Release Your Anger	R	4.00
Rendezvous Point On Tatooine	R	4.00
Rescue In The Clouds	C	.25
Restricted Access	C	.25
Rite Of Passage	C	.25
Shattered Hope	U	1.00
Shocking Information	R	.25
Shocking Revelation	C	.25
Slave I	R	16.00
Slip Sliding Away	R	4.00
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Somersault	C	.25
Sonic Bombardment	U	1.00
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Weather Vane	U	1.00
Weather Vane	U	1.00
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InQuest PLAYERS GUIDE HANDBOOK

What you need to know about the *InQuest* Players Guide

The *InQuest* Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for *Magic: The Gathering*, along with power ratings for every single card.

THIS MONTH:

MAGIC The Gathering®

SAMPLE LISTING

Keeper of Kookus	SC	C	••		VS
: Protection from red until end of turn. 1/1.					
Keldon Warlord	SC	U	••	2	L,U,R,4th,5th
* is the number of non-wall creatures in play on your side. */*.					
•Kird Ape	SC	C	•••••		AN,R
Gains +1/+2 if you have at least one forest in play. 1/1.					
Kobold Drill Sergeant	SC	U	•	1	LG
Give all your Kobolds +0/+1 and trample. 1/2.					
Kobold Overlord	SC	R	•	1	LG
First strike. Give all your Kobolds first strike. 1/2.					
Kobolds of Kher Keep	SC	C	•	1	LG
0/1.					
Kobold Taskmaster	SC	U	•	1	LG
Give all your Kobolds +1/+0. 1/2.					

Kird Ape is a common creature that has a five power rating and its casting cost is one red mana. It's available in *Arabian Nights* and Revised. Its power/toughness is 1/1 and it gains +1/+2 if you control any forests (monkeys like trees). Also, it's banned in the Extended tournament format. How do we know all that? Because our lord Paracelsus told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts in the following players guide pages. Paracelsus had next to nothing to do with it. Just so you know: restricted cards are limited to one per deck in tournaments. And banned cards, well, are a no-no for tournaments.

MAGIC The Gathering™ SET ABBREVIATIONS

AI	*Alliances*	IA	*Ice Age*
AQ	*Antiquities*	L	Limited (Alpha & Beta)
AN	*Arabian Nights*	LG	*Legends*
B	Beta Limited	MG	*Mirage*
CH	*Chronicles*	PR	Promo
DK	*The Dark*	R	Revised
FE	*Fallen Empires*	TM	*Tempest*
5th	Fifth Edition	U	Unlimited
4th	Fourth Edition	VS	*Visions*
HL	*Homelands*	WL	*Weatherlight*

POWER RATINGS

Trying to figure out which cards to put into your tournament deck? After playing *Magic* for hours on end, we've rated every single card. So if you're trying to figure out whether or not a card is going to make your deck competitive, check out our power ratings.

••••• Five Stars. The best of the best. In order for a card to earn a five-star rating it has to be incredibly useful in just about any deck of the appropriate color. These are the cards you see time and again in tournaments.

•••• Four Stars. Don't get us wrong...some cards can be great without being the best. There are a lot of useful cards that you don't want to use all the time. Necropotence is a great card, but it only works in a couple of types of decks.

••• Three Stars. Smack dab in the middle, these are the good solid cards that can be very useful in casual play, but are often too expensive or too limiting to be put to really good use in most tournament decks.

•• Two Stars. These cards have their uses, but they're generally only put into decks when the set they're in first comes out, when they're part of a deck with a funky theme or when they're used for fun in casual play.

• One Star. The cream of the crap, these are the cards that few people use if they have any goal of winning. Use these cards and you're begging to be nicknamed Eugene T. Dudley.

— Inapplicable. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

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MAGIC® The Gathering

players guide



CARD DESCRIPTION

- A — Card Name.
- B — Kind. Summon Djinn means ole Juzam is a creature of the genus "Djinn."
- C — Description. The description of exactly what the card can do.
- D — Flavor Text. A funny or informative quote.
- E — Artist.
- F — Casting Cost. Mr. Juzam costs two black and two generic mana to summon into play.
- G — Expansion Symbol. This tells you what set the card belongs to; in this case, the scimitar means he's from the *Arabian Nights* set.
- H — Power/Toughness. Only for creatures.

ARTIFACTS

Acidic Dagger ART R ●●● ● MG
●, ●: Destroy a non-wall creature receiving combat damage from target creature this turn. If targeted creature leaves play, bury Acidic Dagger.

Adarkar Sentinel AC U ●● ● IA
●: +0/+1 until end of turn. 3/3.

Aegis of the Meek ART R ●●● ● IA
●, ●: Give a 1/1 creature +1/+2 until end of turn.

Aeolipile ART R ●●● ● FE
●, ●, Sacrifice Aeolipile: Do 2 damage to any target.

Aesthir Glider AC C ●● ● AI
Flying. Cannot be assigned to block. 2/1.

Al-abara's Carpet ART R ●● ● LG
●, ●: Prevent all damage to you from attacking non-flying creatures.

Aladdin's Lamp ART U ●● ● AN,R,4th
●, ●: Instead of drawing a card, draw X cards but take only one into hand. Shuffle the rest and put them at the bottom of your library.

Aladdin's Ring ART U ●● ● AN,R,4th,5th
●, ●: Do 4 damage to any target.

Alchor's Tomb ART R ●● ● LG
●, ●: Change the color of target permanent you control.

Altar of Dementia ART R ●● ● TM
Sacrifice a creature: Target player puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard.

Amber Prison ART R ●●●● ● MG
You may leave Prison tapped. ●, ●: Tap target artifact, creature or land. As long as Prison is tapped, target does not untap as normal.

Amulet of Kroog ART C ●● ● AQ,4th,5th
●, ●: Prevent 1 damage to any target.

• **Amulet of Quoz** ART R ● ● IA
●, ●: Sacrifice Amulet and flip a coin. If you win the flip, target opponent loses the game. Otherwise, you lose the game. Use only during upkeep. Opponent may ante another card to counter this effect.

Amulet of Unmaking ART R ●●● ● MG
●, ●, Remove Amulet of Unmaking from the game: Remove target artifact, creature or land from the game. Play this ability as a sorcery.

Ankh of Mishra ART R ●● ● L,U,R,4th,5th
Whenever a player puts a land into play, Ankh deals 2 damage to him.

Anvil of Bogardan ART R ●●● ● VS
Each player skips his or her discard phase. During each player's draw phase, that player draws an additional card and then chooses and discards a card.

Apocalypse Chime ART R ●● ● HL
●, ●: All cards in play from the *Homelands* expansion are buried.

Arcum's Sleigh ART U ●● ● IA
●, ●: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.

Arcum's Weathervane ART U ● ● IA
●, ●: Turn a snow-covered land into a non-snow-covered land. ●, ●: Turn a non-snow-covered land into a snow-covered land.

Arcum's Whistle ART U ●●● ● IA
●, ●: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying ●, where ● is the creature's casting cost. Play during opponent's turn.

Arena of the Ancients ART R ●● ● LG, CH
Tap all Legends. Legends do not untap normally during untap phase.

Armageddon Clock ART U ●● ● AQ,R,4th
Add a counter during your upkeep. At the end of your upkeep, do 1 damage to each player for each counter on Clock. Anyone may spend ● during any upkeep to remove a counter.

Ashnod's Altar ART C ●● ● AQ, CH,5th
●, Sacrifice one of your creatures in play: Add ● to your mana pool.

Ashnod's Battle Gear ART U ●● ● AQ, 4th
●, ●: Target creature you control gets +2/-2. You may leave Gear tapped.

Ashnod's Cylix ART R ●●● ● AI
●, ●: Target player looks at the top three cards of his library and puts one of them on top of his library. Remove the remaining two from game.

Ashnod's Transmogrant ART C ●●● ● AQ, CH,5th
●, Sacrifice: Turn non-artifact creature into an artifact creature with +1/+1.

Astrolabe ART C ●●● ● AI
●, ●, Sacrifice: Add two mana of any one color to your pool. Cantrip.

Balm of Restoration ART R ● ● FE
●, ●, Sacrifice: Gain 2 life or prevent up to 2 damage to any target.

Barbed Sextant ART C ●●● ● IA,5th
●, ●, Sacrifice: Add one mana of any color to your mana pool. Cantrip.

Barl's Cage ART R ●●● ● DK, CH,5th
●: Target creature does not untap during its controller's next untap phase.

Basalt Golem AC U ●●● ● MG
Cannot be blocked by artifact creatures. Whenever Golem is blocked, bury the blocker at end of combat and put a Stone token into play. This token is a 0/2 artifact creature that counts as a wall. 2/4.

Basalt Monolith ART U ●●● ● L,U,R
●: Add ● to your mana pool. Can only be untapped by spending ●.

Baton of Morale ART U ●●● ● IA
●: Give target creature banding until end of turn.

Battering Ram AC C ●● ● AQ,4th,5th
Bands when attacking. At the end of combat, any walls blocking Battering Ram are destroyed. 7/1.

• **Black Lotus** ART R ●●●●● ● L,U
●, Sacrifice: Add 3 mana of any single color to your mana pool.

Black Mana Battery ART R ●●● ● LG,4th
●, ●: Put a counter on Black Mana Battery. ●: Add ● to your mana pool. Add an additional ● for each counter you remove.

• **Black Vise** ART U ●●●●● ● L,U,R,4th
At the end of his upkeep, target opponent takes 1 damage for each card over four in his hand.

Blue Mana Battery ART R ●●● ● LG,4th
●, ●: Put a counter on Blue Mana Battery. ●: Add ● to your mana pool. Add an additional ● for each counter you remove.

Bone Flute ART U ●● ● DK
●, ●: Give all creatures -1/-0 until end of turn.

Bone Mask ART R ●● ● MG
●, ●: Prevent all damage to you from any one source. For each 1 damage prevented, remove the top card of your library from the game.

Booby Trap ART R ●●● ● TM
When Booby Trap comes into play, name a card other than a basic land. Whenever target opponent draws any cards, he or she reveals those cards to all players. If any of those cards is the named card, Sacrifice Booby Trap and it deals 10 damage to that player.

Book of Rass ART R ●● ● DK, CH
●, Pay 2 life: Draw a card.

Basium Strip ART R ●●●● ● WL
●, ●: Until end of turn, if at any time the top card in your graveyard is an instant, interrupt, or sorcery card, you may play that card as though it were in your hand. If you do so, remove the card from the game.

Bottle Gnomes AC U ●● ● TM
Sacrifice Bottle Gnomes: Gain 3 life. 1/3.

Bottle of Suleiman ART R ●●● ● AN,R,4th,5th
●, ●, Sacrifice: Flip a coin. If opponent wins, you take 5 damage. Otherwise, you get a Djinn token, a 5/5 flying artifact creature.

Brass Man AC U ●● ● AN,R,4th
●: Untap Brass Man. Use this ability only during your upkeep. 1/3.

Brass-Talon Chimera AC U ●● ● VS
First strike. Sacrifice Brass-Talon Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains first strike permanently. 2/2.

Bronze Horse AC R ●● ● LG, CH
Trample. If you control an additional creature, all damage done to Bronze Horse by spells targeting it is reduced to 0. 4/4.

• **Bronze Tablet** ART R ●● ● AQ,4th
●, ●: Remove target permanent opponent controls and Bronze Tablet from game. You now own target card, and your opponent owns Tablet. Opponent may counter Tablet by paying 10 life. Tablet enters play tapped.

Bubble Matrix ART R ● WL
All damage dealt to creatures is reduced to 0.

•**Candelabra of Tawnos** ART R ●●●● ● AQ
●, ●: Untap X separate lands.

Celestial Prism ART U ●● ● L,U,R,4th
●, ●: Add 1 mana of any color to your mana pool.

Celestial Sword ART R ●● ● IA
●, ●: Give a creature you control +3/+3. Bury creature at end of turn.

•**Chaos Orb** ART R ●●●●● ● L,U
●, ●: Flip Orb from height of one foot. If it rotates 360°, Chaos Orb and any card it lands on or is touching are destroyed.

Charcoal Diamond ART U ●●● ● MG
Comes into play tapped. ●: Add ● to your mana pool.

Chariot of the Sun ART U ●● ● MG
●, ●: Target creature you control gains flying and has its toughness reduced to 1 until end of turn.

Chimeric Sphere ART U ●●● ● WL
●: Until end of turn, Sphere is a 2/1 artifact creature with flying.
●: Until end of turn, Sphere is a 3/2 artifact creature without flying.

City in a Bottle ART R ●● ● AN
All cards from *Arabian Nights* are buried. No *AN* cards can be played.

Clay Statue AC C ●●● ● AQ,4th,5th
●: Regenerates. 3/1.

Clockwork Avian AC R ●●● ● AQ,4th
Flying. Put four +1/+0 counters on Avian. At the end of any combat in which Avian attacks or blocks, remove a counter. ●, ●: Add X counters to Avian (maximum four counters). Use only during upkeep. 0/4.

Clockwork Beast AC R ●●● ● L,U,R,4th,5th
Put seven +1/+0 counters on Beast. At the end of any combat in which Beast attacks or blocks, remove a counter. ●, ●: Add X counters to Beast (maximum seven counters). Use only during upkeep. 0/4.

Clockwork Gnomes AC C ●● ● HL
●, ●: Regenerate target artifact creature. 2/2.

Clockwork Steed AC C ●●● ● HL,5th
Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. At the end of any combat in which Steed attacks or blocks, remove a counter. ●, ●: Add X counters to Steed (maximum four counters). 0/3.

Clockwork Swarm AC C ●●● ● HL
Cannot be blocked by walls. Put four +1/+0 counters on Swarm. At the end of any combat in which Swarm attacked or blocked, remove one counter. ●, ●: Add X counters to Swarm (maximum four counters). 0/3.

Cool Golem AC U ● ● DK
●, Sacrifice Golem: Add ●●● to your mana pool. 3/3.

Coiled Tinviper AC C ●● ● TM
First strike. 2/1.

Cold Storage ART R ●● ● TM
●: Put target creature you control on Cold Storage. Sacrifice Cold Storage: Put all creatures on Cold Storage into play.

Colossus of Sardia AC R ●●● ● AQ,4th,5th
Trample. Does not untap. ●: Untap Colossus during your upkeep. 9/9.

Conch Horn ART R ●● ● FE
●, ●, Sacrifice Conch Horn: Draw 2 cards. Place any single card from your hand back on top of your library.

Conservator ART U ●● ● L,U,R,4th
●, ●: Prevent up to 2 damage to you.

Copper Tablet ART U ●● ● L,U
Each player takes 1 damage during his upkeep.

Coral Helm ART R ●● ● AQ,4th,5th
●, Discard a card at random: Give target creature +2/+2 until end of turn.

Crown of the Ages ART R ●●● ● IA,5th
●, ●: Switch target enchantment from one creature to another. The enchantment's controller does not change. Treat enchantment as if just cast.

Crystal Golem AC U ●● ● MG
At the end of your turn Crystal Golem phases out. 3/3.

Crystal Rod ART U ●● ● L,U,R,4th,5th
●: Gain 1 life for any blue spell cast. Can only give 1 life per spell.

Cursed Rack ART U ●●● ● AQ,4th
Opponent must discard to four cards during discard phase.

Cursed Scroll ART R ●●● ● TM
●, ●: Name a card. Target opponent chooses a card at random from your hand. If he or she chooses the named card, Cursed Scroll deals 2 damage to target creature or player.

Cursed Totem ART R ●●● ● MG
Players cannot use any creature abilities requiring an activation cost.

Cyclopean Tomb ART R ●●● ● L,U
●, ●: Turn target land into a swamp. If Tomb leaves play, each turn one land transformed by Cyclopean Tomb (your choice) returns to normal.

Dancing Scimitar AC R ●●● ● AN,R,4th,5th
Flying. 1/5.

Dark Sphere ART U ●● ● DK
●, Sacrifice Sphere: prevent half of the damage done to you by a single source, rounded down.

Delif's Cone ART U ● ● FE
●, Sacrifice Cone: If target creature you control attacks and isn't blocked, it deals no damage and you gain life equal to its power.

Delif's Cube ART R ● ● FE
●, ●: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay ● and remove a cube counter to regenerate target creature.

Despotic Scepter ART R ●●● ● IA
●: Bury target permanent you own.

Diabolic Machine AC U ●● ● DK,4th,5th
●: Regenerates. 4/4.

Diamond Kaleidoscope ART R ●● ● VS
●, ●: Put a Prism token into play. Treat as a 0/1 artifact creature. Sacrifice a Prism token: Add one mana of any color to your mana pool.

Didgeridoo ART R ●● ● HL
●: Take a Minotaur from your hand and put it directly into play.

Dingus Egg ART R ●●● ● L,U,R,4th,5th
Whenever a land is destroyed, its controller takes 2 damage.

Dingus Staff ART U ●● ● WL
Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

Disrupting Scepter ART R ●●●● ● L,U,R,4th,5th
●, ●: Opponent must discard 1 card of his choice. Play as a sorcery.

Draconian Cylix ART R ● ● FE
●, ●, Discard a card at random: Regenerate target creature.

Dragon Engine AC C ●● ● AQ,R,4th,5th
●: +1/+0 until end of turn. 1/3.

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Dragon Mask ART U ●●● 3 VS
3, : Target creature you control gets +2/+2 until end of turn. At end of turn, if that creature is in play, return it to its owner's hand.
Ebony Horse ART R ●● 3 AN,R,4th
2, : Untap one of your attackers. Treat target as if it never attacked.
Ebony Rhino AC C ●● 2 HL
Trample. 4/5.
Echo Chamber ART R ●● 4 TM
4, : Target opponent chooses target creature he or she controls. Put a token creature into play and treat it as a copy of that creature. The token creature is unaffected by summoning sickness this turn. At end of turn, remove the token creature from the game. Play this ability as a sorcery
Elixir of Vitality ART U ●●● 4 MG
Comes into play tapped. , Sacrifice: Gain 4 life. , , Sac: Gain 8 life.
Elkin Bottle ART R ●●● 3 IA,5th
3, : Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.
Elven Lyre ART R ● 2 FE
1, , Sacrifice Lyre: Target creature gets +2/+2 until end of turn.
Emerald Medallion ART R ●● 2 TM
Your green spells cost 1 less to play.
Emmessi Tome ART R ●●● 4 TM
4, : Draw two cards, then choose and discard a card.
Energizer AC R ●● 4 TM
2, : Put a +1/+1 counter on Energizer. 2/2.
Ersatz Gnomes AC U ●● 3 MG
: Target spell or permanent is colorless until end of turn. 1/1.
Essence Bottle ART U ●● 2 TM
3, : Put an elixir counter on Essence Bottle. , Remove all elixir counters from Bottle: Gain 2 life for each elixir counter removed in this way.
Excavator ART U ●● 2 TM
, Sacrifice a basic land: Target creature gains that landwalk until end of turn.
• **Feldon's Cane** ART C ●●●● 1 AQ, CH, 5th
, Remove Cane from game. Shuffle your graveyard into your library.
Fellwar Stone ART U ●●●● 2 DK, 4th, 5th
: Produce 1 mana of any color that opponent's lands may produce.
Feroz's Ban ART R ●●● 4 HL, 5th
Summon spells cost an additional 2 to cast.
Fire Diamond ART U ●●● 2 MG
Comes into play tapped. : Add to your mana pool.
Floodwater Dam ART R ●● 3 AI
2, 2, : Tap X target lands.
Flowstone Sculpture AC R ●●● 4 TM
2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture. 4/4
Flying Carpet ART R ●●● 3 AN,R,4th,5th
2, : Give target creature flying until end of turn. If target is destroyed before end of turn, so is Flying Carpet.
Fool's Tome ART R ●●● 3 TM
2, : Draw a card. Use this ability only if you have no cards in your hand.
Forcefield ART R ●●●● 3 L,U
1: Target unblocked creature deals only 1 damage this turn.
Forethought Amulet ART R ●●● 3 LG
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.
Fountain of Youth ART C ●●●● 2 DK, CH, 5th
2, : Gain 1 life.
Fyndhorn Bow ART U ●● 2 IA
3, : Give target creature first strike until end of turn.
Gauntlet of Might ART R ●●● 4 L,U
All mountains produce an extra . All red creatures gain +1/+1.
Gauntlets of Chaos ART R ●●● 4 LG, CH, 5th
5, , Sacrifice Gauntlets: Take control of an opponent's land, creature, or artifact. Then give that opponent one of your permanents of the same type. Destroy all enchantments on traded permanents.
Glasses of Urza ART U ●●● 1 L,U,R,4th,5th
: Look at opponent's hand. No, his cards!
Goblin Lyre ART R ● 3 IA
1, Sacrifice Lyre: Flip a coin. If you win, target opponent takes damage equal to the number of creatures you control. Otherwise, you take damage equal to the number of creatures your opponent controls.
Goigathian Sylex ART R ● 4 AQ
1, : Bury all Antiquities cards.
Grapeshot Catapult AC C ●●● 4 AQ, 4th, 5th
: Do 1 damage to a target flying creature. 2/3
Green Mana Battery ART R ●●● 4 LG, 4th
2, : Put a counter on Green Mana Battery. : Add to your mana pool. Add for each counter you remove as well.
Grindstone ART R ●●● 3 TM
3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process
Grinning Totem ART R ●●●● 4 MG
2, , Sacrifice Totem. Search target opponent's library for any card and put it face-up in front of you. You have until the beginning of your next upkeep to play the card as though it were in your hand.
Gustha's Scepter ART R ●● 1 AI
If you lose control of Scepter, put all cards under it into your graveyard. Put any card from your hand face down under Scepter. You may look at that card at any time. : Return any card under Gustha's Scepter to your hand.
Helm of Awakening ART U ●●● 2 VS
All spells cost 1 less to play.
Helm of Chatzuk ART R ●● 1 L,U,R,4th,5th
1, : Give target creature banding until end of turn.
Helm of Obedience ART R ●●●● 4 AI
X, : Put top card of opponent's library into his graveyard. Continue until you have put X cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature, bury Helm and put that creature into play under your control as though it were just cast.
Helm of Possession ART R ●●● 4 TM
You may choose not to untap Helm of Possession during your untap phase.
2, : Sacrifice a creature: Gain control of target creature as long as you control of Helm of Possession and Helm of Possession remains tapped.
Hematite Talisman ART U ● 2 IA
1: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.

Hive, The ART R ●●● 5 L,U,R,4th,5th
5, : Create a Giant Wasp token, a 1/1 flying artifact creature.
Horn of Deafening ART R ●●● 4 LG, CH
2, : Target creature deals no damage in combat this turn.
Horrible Hordes AC U ●● 3 MG
Rampage 1. 2/2.
Howling Mine ART R ●●●● 2 L,U,R,4th,5th
During each player's draw phase, that player draws an additional card.
Ice Cauldron ART R ●●● 3 IA
X, : Put a spell on Cauldron if there are no charge counters on it. Put X charge counters on Cauldron. You may cast that spell as though it were in your hand. : Remove the charge counters to add mana of the type used to put the counters on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.
Icy Manipulator ART U ●●●●● 4 L,U, IA
1, : Tap target land, creature, or artifact.
Igneous Golem AC U ●● 5 MG
2: Trample until end of turn. 3/4.
Illusionary Mask ART R ●●● 2 L,U
X: Summon a creature face down. You may add to the casting to hide the creature's true cast. Once the creature does damage, taps, or takes damage you must flip the creature over.
Implements of Sacrifice ART R ●●● 2 FE
1, : Sacrifice to add 2 mana of any one color to your mana pool.
Infinite Hourglass ART R ●● 4 IA,5th
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during any upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.
Iron-Heart Chimera AC U ●● 4 VS
Attacking does not cause Iron-Heart Chimera to tap. Sacrifice: Put a +2/+2 counter on target Chimera and attacking doesn't cause it to tap. 2/2.
Iron Star ART U ●● 3 L,U,R,4th,5th
1: Gain 1 life for any red spell cast. Can only give 1 life per spell.
Ivory Cup ART U ●● 3 L,U,R,4th,5th
1: Gain 1 life for any white spell cast. Can only give 1 life per spell.
• **Ivory Tower** ART , U ●●●●● 3 AQ,R,4th
At beginning of your upkeep, gain 1 life for each card over four in your hand.
Jabari's Banner ART U ●●● 2 WL
1, : Target creature gains flanking until end of turn.
Jade Monolith ART R ●● 4 L,U,R,4th,5th
1: Redirect all damage from any creature to yourself.
Jade Statue ART U ●●●● 4 L,U
2: Statue becomes a 3/6 creature. Use only during an attack phase.
Jalum Tome ART R ●●● 3 AQ, CH,5th
2, : Draw a card and then discard a card of your choice.
Jandor's Ring ART R ●● 6 AN,R
2, , Discard a card you just drew, and draw another to replace it.
Jandor's Saddlebags ART R ●●● 3 AN,R,4th,5th
3, : Untap target creature.
Jangling Automaton AC C ● 3 WL
If Automaton attacks, untap all creatures defending player controls. 3/2.
Joyemdoe Tome ART R ●●●● 5 L,U,R,4th,5th
4, : Draw a card.
Jester's Cap ART R ●●●● 3 IA,5th
2, : Sacrifice to look through target player's library and remove any three cards from the game.

Juggernaut AC U ●●●● 4 L,U,R
Must attack each turn if possible. Can't be blocked by walls. 5/3.
Juju Bubble ART U ●● 3 VS
CU: If you play a card, bury Bubble. : Gain 1 life.
Knowledge Vault ART R ●●● 4 LG
2, : Place top card from your library face down under Vault. Sacrifice Vault to discard your entire hand, replacing it with the cards under it.
Kormus Bell ART R ●● 4 L,U,R,4th
Treat all swamps in play as 1/1 creatures that can be tapped for .
Kry Shield ART U ●● 2 LG
2, : Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.
Lapis Lazuli Talisman ART U ● 2 IA
1: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.
Lead-Belly Chimera AC U ●● 4 VS
Trample. Sacrifice Lead-Belly Chimera: Put a +2/+2 counter on target Chimera and it gains trample permanently. 2/2.
Lead Golem AC U ●● 3 MG
If Golem attacks, it doesn't untap during your next untap phase. 3/5.
Library of Leng ART U ●●● 3 L,U,R,4th,5th
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard.
Life Chisel ART U ●●● 3 LG
Sacrifice a creature during upkeep to gain life equal to its toughness.
Life Matrix ART R ●●● 3 LG
4, : Put a counter on target creature. Use this ability only during your upkeep. Remove a counter from a creature: Regenerate the creature.
Lion's Eye Diamond ART R ●● 0 MG
Sacrifice Lion's Eye Diamond discard your hand: Add three mana of any one color to your mana pool.
Living Armor ART C ●●● 3 DK, CH
Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost
Living Wall AC U ●●● 4 L,U,R
Counts as a wall. : Regenerates. 0/6.
Lodestone Bauble ART R ●●●● 0 AI
1, , Sacrifice. Put up to four basic lands from a player's graveyard on top of his library. That player draws a card at the beginning of the next turn.
Lotus Petal ART C ●●● 0 TM
, Sacrifice Lotus Petal: Add one mana of any color to your mana pool.
Magma Mine ART U ●● 3 VS
4, Put a counter on Magma Mine. , Sacrifice Magma Mine: For each counter on it, Mine deals 1 damage to target creature or player.
Magnetic Web ART R ●● 3 TM
If any creature with any magnet counters on it attacks, all creatures with magnet counters on them that the attacking player controls attack if able. If any creature with any magnet counters on it attacks, all creatures with magnet counters on them that the defending player controls block that creature if able. 1, : Put a magnet counter on target creature.
Malachite Talisman ART U ● 2 IA
1: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.
• **Mana Crypt** ART R ●●●● 0 PR
: Add 2 to your mana pool. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.

KILLED COMBOS





Time Vault and Elder Druid: Nowadays there's so much errata you practically need a book to keep track of it all. Hmm... In honor of *InQuest*'s third anniversary, we've decided to take a look back at the old days, to see what cool combos could have existed if it weren't for all that—blech—errata. For example, if Wizards of the Coast didn't add that silly counter rule to Time Vault, it would be much easier to pull off infinite turns, say, with an Elder Druid. To the good 'ole days...

Jester's Mask ART R ●●● 3 IA
Comes into play tapped. 1, , Sacrifice: Switch opponent's hand with the same number of cards of your choice from his library.
Jet Medallion ART R ●● 2 TM
Your black spells cost 1 less to play.
Jeweled Amulet ART U ●●● 0 IA
1, : Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. : Remove the charge counter to add 1 mana of the appropriate type to your mana pool.
• **Jeweled Bird** ART R ●●● 1 AN, CH
: Exchange Bird for your ante, then dr●●●w a new card.
Jinxed Idol ART R 2 TM
During your upkeep, Jinxed Idol deals 2 damage to you. Sacrifice a creature: Target opponent gains control of Jinxed Idol permanently.
Joven's Tools ART R ●● 6 HL, 5th
1, : Target creature can only be blocked by walls until end of turn.

Mana Matrix ART R ●● 6 LG
Pay less to cast an instant, interrupt, or enchantment.
Mana Prism ART U ●●● 3 MG
: Add 1 to your pool. 1, : Add one mana of any color to your pool.
Mana Vault ART R ●●● 3 L,U,R,4th,5th
: Add 3 to your mana pool. 4: Untap Mana Vault. Use only during your upkeep. Does 1 damage to you if Vault is tapped at the end of your upkeep.
Mana Web ART R ●●● 3 WL
Whenever any land opponent controls is tapped for mana, tap all lands he or she controls that can produce any type of mana that land can produce.
Manakin AC C ●● 2 TM
: Add one colorless mana to you mana pool. 1/1.
Mangara's Tome ART R ●●● 5 MG
Search your library and choose any five cards. Shuffle and put these cards face down under Tome. : Instead of drawing a card, add the top card from under Tome to your hand.

Key

• Restricted • Banned • Banned in Type 1.5 only • Banned in Extended only

ART Artifact AC Artifact Creature CR Current Rarity CU Cumulative Upkeep EA Enchant Artifact EC Enchant Creature EE Enchant Enchantment EL Enchant Land EN Enchantment EW Enchant World INS Instant INT Interrupt LAN Land LL Legendary Land MS Mana Source SC Summon Creature SL Summon Legend SOR Sorcery

MAGIC The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Marble Diamond ART U ●●● 2 MG
Comes into play tapped. {T}: Add {W} to your mana pool.

Marble Priest AC U ● 3 LG
All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3

Matopi Golem AC U ●● 5 VS
{1}: Regenerate and put a -1/-1 counter on Matopi Golem. 3/3.

Meekstone ART R ●●● 1 L,U,R,4th,5th
Creatures with power greater than 2 do not untap during untap phase.

Metallic Sliver AC C ●● 1 TM
Metallic Sliver counts as a sliver. 1/1.

Mightstone ART U ●●● 4 AQ
All attacking creatures gain +1/+0.

Millstone ART U ●●● 2 AQ,R,4th,5th
{2}, {T}: Take the top 2 cards from target player's library and place them in that player's graveyard

Mind Stone ART C ●● 2 WL
{T}: Add one colorless mana to your mana pool. {1}, {T}, Sacrifice Mind Stone: Draw a card.

• **Mirror Universe** ART R ●●●●● 6 LG
{T}: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. Comes into play tapped

Misers' Cage ART R ●●● 3 MG
At end of target opponent's upkeep, if that opponent has 5 or more cards in hand, Misers' Cage deals 2 damage to him or her.

Mishra's Groundbreaker ART U ● 4 AI
{T}: Sacrifice Target land becomes a 3/3 artifact creature.

Mishra's War Machine AC R ● 7 L,U,R,4th
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps and does 3 damage to you. 5/5.

Mogg Cannon ART U ●● 2 TM
{T}: Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn, destroy that creature.

Moss Diamond ART U ●●● 2 MG
Comes into play tapped. {T}: Add {G} to your mana pool.

• **Mox Emerald** ART R ●●●●● 0 L,U
{T}: Add {G} to your mana pool.

• **Mox Jet** ART R ●●●●● 0 L,U
{T}: Add {B} to your mana pool.

• **Mox Pearl** ART R ●●●●● 0 L,U
{T}: Add {W} to your mana pool.

• **Mox Ruby** ART R ●●●●● 0 L,U
{T}: Add {R} to your mana pool.

• **Mox Sapphire** ART R ●●●●● 0 L,U
{T}: Add {U} to your mana pool.

Mystic Compass ART U ●●● 2 AI
{1}, {T}: Target mana-producing land becomes a basic land type of your choice until end of turn.

Nacre Talisman ART U ● 2 IA
{3}: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.

Naked Singularity ART R ●● 5 IA
CU: {3}. Instead of their normal mana, plains produce {R}, islands produce {W}, swamps produce {G}, mountains produce {U}, and forests produce {B}.

Necropolis AC U ●● 5 DK
Counts as a wall. {B}: Remove a creature in your graveyard from game. Put a +0/+X counter on Necropolis. X is the creature's cost. 0/1

Nevinyrral's Disk ART R ●●●● 4 L,U,R,4th,5th
{1}, {T}: Destroy all non-land permanents. Comes into play tapped.

North Star ART R ● 1 LG
{T}, {T}: You may cast one spell this turn using mana of any color.

Nova Pentacle ART R ●●● 4 LG
{3}, {T}: Redirect all damage done to you by one source to target creature of opponent's choice.

Null Rod ART R ●● 2 WL
Players cannot play any artifact abilities requiring an activation cost.

Obelisk of Undoing ART R ●● 3 AQ, CH,5th
{5}, {T}: Take one of your permanents in play back to your hand.

Obsianus Golem AC U ●●● 6 L,U,R,4th
4/6.

Onulet AC U ●● 2 AQ,R,4th
If Onulet goes to any graveyard from play, its controller gains 2 life. 2/2.

Onyx Talisman ART U ● 2 IA
{3}: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.

Ornithopter AC U ●● 0 AQ,R,4th,5th
Flying. 0/2.

Patagia Golem AC U ●● 4 MG
{3}: Flying until end of turn. 2/3.

Patchwork Gnomes AC U ●● 3 TM
Choose and discard a card: Regenerate Patchwork Gnomes. 2/1.

Paupers' Cage ART R ●● 3 MG
At the end of target opponent's upkeep, if that player has two or fewer cards in hand, Paupers' Cage deals 2 damage to him or her.

Pearl Medallion ART R ●● 2 TM
Your white spells cost {1} less to play.

Pentagram of the Ages ART R ●●● 4 IA,5th
{4}, {T}: Prevent all damage done to you from one source.

Phyrexian Devourer AC R ● 6 AI
If Phyrexian Devourer's power is seven or greater, bury it. 0: Remove the top card of your library from the game to put a -X/+X counter on Phyrexian Devourer, where X is equal to that card's casting cost. 1/1.

Phyrexian Dreadnought AC R ●● 1 MG
Trample. When Dreadnought comes into play, sacrifice any number of creatures with total power 12 or more, or bury Dreadnought. 12/12.

Phyrexian Furnace ART U ●● 3 WL
{0}: Remove the bottom card of target player's graveyard from game. 1, Sacrifice: Remove a card in any graveyard from the game and draw a card.

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Phyrexian Grimoire ART R ●●● 4 TM
{4}, {T}: Target opponent chooses one of the top two cards in your graveyard Remove that card from the game and put the other into your hand.

Phyrexian Hulk AC U ●● 6 TM
5/4.

Phyrexian Marauder AC R ●● 5 VS
Comes into play with X +1/+1 counters on it. Marauder cannot block. Marauder cannot attack unless you pay {1} for each counter on it. 0/0.

Phyrexian Portal ART R ●● 3 AI
{3}: Target opponent looks at the top 10 cards of your library and separates them into two face-down piles. Choose one of those piles and remove it from game. Take one card from the remaining pile and put it into your hand. Shuffle the remaining cards into your library.

Phyrexian Splicer ART U ●●● 2 TM
{2}, {T}: Choose flying, first strike, trample, or shadow. Target creature with that ability loses it until end of turn. Another target creature gains that ability until end of turn.

Phyrexian Vault ART U ●● 3 MG
{2}, {T}, Sacrifice a creature: Draw a card

Phyrexian War Beast AC C ●●●● 3 AI
If War Beast leaves play, sacrifice a land and take 1 damage. 3/4.

Phyrexian Walker AC C ● 0 VS
0/3.

Pit Trap ART U ●●● 2 IA
{2}, {T}, Sacrifice Trap: Bury target non-flying creature that is attacking you

Planar Gate ART R ●● 6 LG
Pay {2} less when casting a summon spell.

Primal Clay AC U ●●● 4 AQ,R,4th,5th
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.

Puppet Strings ART U ●●●● 3 TM
{2}, {T}: Tap or untap target creature.

Pyramids ART R ●● 6 AN
{2}: Prevent a land from being destroyed. {2}: Remove an enchantment from a land.

Rack, The ART U ●●● 1 AQ,R,4th
Do 1 damage for each card under three opponent has during upkeep

Rakalite ART R ● 6 AQ, CH
{2}: Prevent 1 damage to any target. Rakalite returns to owner's hand.

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Sand Golem AC U ●●● 5 MG
If a spell or effect controlled by an opponent causes you to discard Sand Golem, put Sand Golem from your graveyard into play at end of turn with a +1/+1 counter on it. 3/3.

Sands of Time ART R ●●● 4 VS
Each player skips his untap phase. At the beginning of each player's turn, he untaps each of his tapped artifacts, creatures and lands and taps each of his untapped artifacts, creatures and lands. Sands of Time doesn't affect itself.

Sapphire Medallion ART R ●● 2 TM
Your blue spells costs {1} less to play.

Scalding Tongs ART R ●● 2 TM
During your upkeep, if you have three or fewer cards in your hand, Scalding Tongs deals 1 damage to target opponent.

Scarab of the Unseen ART U ● 2 AI
{1}, Sacrifice Scarab: Return all enchantments on target permanent you own to their owners' hand. Cantrip.

Scarecrow AC U ●● 5 DK
{5}, {T}: Prevent all damage to you from flying creatures this turn. 2/2.

Scroll Rack ART R ●●●● 2 TM
{1}, {T}: Choose any number of cards in your hand and set those cards aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order.

Sentinel AC R ●●● 4 LG, CH
*=1 when cast. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*.

Serpent Generator ART R ●●● 6 LG, CH,5th
{4}, {T}: Put a Poison Snake token, a 1/1 artifact creature, in play. If a Snake damages opponent, opponent gets 1 poison counter.

Serrated Arrows ART C ●●●● 4 HL
Put three arrow counters on Serrated Arrows when it comes into play. {T}, Remove one counter: Put a -1/-1 counter on target creature.

Serrated Biskelion AC U ●● 3 WL
{T}, Put -1/-1 counters on Biskelion and on target creature. 2/2.

Shapeshifter AC U ●●● 6 AQ,4th,5th
*=any number from 0 to 6. Choose * when Shapeshifter is cast and during each of your upkeeps. */(7-*).

Shield of the Ages ART U ●●● 2 IA
{3}: Prevent 1 damage to you.

KILLED COMBOS





Guardian Beast and Chaos Orb: Even without errata, most people who discovered this combo had a feeling it was slightly abusive. With a Guardian Beast in play, your artifacts can't be destroyed—that means the Chaos Orb isn't destroyed after you flip it, allowing you to use the Orb each turn. It didn't take long for WotC to rule that the Orb's suicide was an effect that could not be prevented.

Razor Pendulum ART R ●● 4 MG
If any player has 5 or less life at the end of his turn, Razor Pendulum deals 2 damage to him.

Red Mana Battery ART R ●●● 4 LG,4th
{2}, {T}: Put a counter on Red Mana Battery. {T}: Add {R} to your mana pool. Add {R} for each counter you removed as well.

Reflecting Mirror ART U ●● 4 DK
{X}{X}, {T}: Redirect spell targeting you to player of your choice. X is equal to the cashing cost of target spell.

Relic Barrier ART U ●●●● 2 LG
{T}: Tap target artifact.

Ring of Immortals ART R ● 5 LG
{3}, {T}: Counter interrupt or enchantment targeting a permanent you control.

Ring of Ma'ruf ART R ●● 5 AN
{5}, {T}, Sacrifice: Instead of drawing a card, select a card from outside the game.

Ring of Renewal ART R ●●● 5 FE
{5}, {T}: Randomly discard a card from your hand to draw two cards

Rocket Launcher ART U ●● 4 AQ,R
{2}: Do 1 damage to any target. If it is used, Launcher is destroyed at end of turn. Cannot be used the turn it comes into play on your side.

Rod of Ruin ART U ●●● 4 L,U,R,4th,5th
{3}, {T}: Do 1 damage to any target.

Roterothopter AC C ●● 1 HL
Flying. {2}: +1/+0 until the end of turn. You cannot spend more than {1} this way each turn. 0/2.

Ruby Medallion ART R ●● 2 TM
Your red spells cost {1} less to play.

Runed Arch ART R ●● 3 IA
Comes into play tapped. {T}: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.

Runesword ART C ●● 6 DK, CH
{3}, {T}: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature is removed from game if it dies this turn. Destroy Runesword if targe leaves play before end of turn.

Sandals of Abdallah ART R ●● 3 AN
{2}, {T}: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.

Shield Sphere AC U ●●● 10 AI
Counts as a wall. If Shield Sphere is assigned as a blocker, put a -0/-1 counter on it. 0/6.

Sisay's Ring ART C ● 4 VS
{T}: Add two colorless mana to your mana pool.

Skull Catapult ART U ●●● 4 IA,5th
{1}, {T}: Sacrifice a creature to do 2 damage to any target.

Skull of Orm ART U ●●● 3 DK
{3}, {T}: Bring an enchantment card from your graveyard into your hand.

Sky Diamond ART U ●●● 2 MG
Comes into play tapped. {T}: Add {U} to your mana pool.

Snake Basket ART R ●●● 4 VS
{X}, Sacrifice Snake Basket: Put X Cobra tokens into play. Treat these tokens as 1/1 green creatures. Play this ability as a sorcery.

Snow Fortress AC R ●●● 5 IA
Counts as wall. {1}: +1/+0 until end of turn. {1}: +0/+1 until end of turn. {3}: Do 1 damage to a non-flying attacking creature. 0/4.

Sol Grail ART R ●●● 3 AI
When Sol Grail comes into play, choose a color. {T}: Add one mana of the chosen color to your mana pool.

• **Sol Ring** ART U ●●●●● 1 L,U,R
{T}: Add 2 to your mana pool.

Soldevi Digger ART R ●●● 3 AI
{2}: Put the top card of your graveyard on the bottom of your library.

Soldevi Golem AC R ●● 4 IA
Does not untap during your untap phase. {0}: During your upkeep, untap one of opponent's creatures to untap Soldevi Golem. 5/3.

Soldevi Sentry AC C ●● 1 AI
{1}: Regenerate. Target opponent may draw a card. 1/1.

Soldevi Simulacrum AC U ●●●● 3 IA
CU: {1}, {1}: +1/+0 until end of turn. 2/4.

Soldevi Steam Beast AC C ● 5 AI
Whenever Soldevi Steam Beast becomes tapped, target opponent gains two life. {2}: Regenerate. 4/2.

Soul Net ART U ●● 5 L,U,R,4th,5th
{1}: Gain 1 life when a creature is placed in the graveyard.

Spirit Shield ART R ●●● 3 FE
2, : Make target creature -0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.

Squee's Toy ART C ●● 1 TM
: Prevent 1 damage to any creature.

Staff of the Ages ART R ● 3 IA
Creatures with landwalk ability may be blocked as normal.

Staff of Zegon ART C ●● 4 AQ
3, : Make target creature -2/-0 until end of turn.

Standing Stones ART U ●● 3 DK
1, : Pay 1 life to add 1 mana of any color to your mana pool.

Static Orb ART R ●●● 3 TM
Players cannot untap more than two permanents during their untap phases.

Steel Golem AC U ● 3 WL
You cannot play summon or artifact creature spells. 3/4.

Stone Calendar ART R ●● 5 DK
Your spells cost 1 less to cast; casting costs cannot go below 0.

Storm Cauldron ART R ●●● 5 AI
During each player's turn, that player may put one additional land into play. Whenever a land is tapped for mana, return it to its owner's hand.

Straw Golem AC U ●● 1 WL
If any opponent successfully casts a summon or artifact creature spell, bury Straw Golem. 2/3.

Su-Chi AC U ●● 4 AQ
When Su-Chi goes to the graveyard, add 4 to your mana pool. 4/4.

Sunglasses of Urza ART R ●● 5 L,U,R,4th
Your plains may generate either white or red mana.

Sunstone ART U ●● 3 IA
2: Sacrifice a snow-covered land to make all creatures deal 0 damage.

Sword of the Ages ART R ●●●● 6 LG
Enters play tapped. , Sacrifice Sword and any number of creatures: Do damage to one target equal to combined amount of creatures' power. Remove Sword and sacrificed creatures from the game.

Tablet of Epityr ART C ●● 1 AQ
1: Gain 1 life when an artifact is placed in the graveyard.

Tawnos's Coffin ART R ●●● 4 AQ
3, : Target creature is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or leaves play, creature returns to play tapped. You may choose not to untap Coffin.

Tawnos's Wand ART U ●●● 4 AQ,4th
2, : Target creature with power no greater than 2 may not be blocked until end of turn.

Tawnos's Weaponry ART U ●●● 2 AQ,4th,5th
2, : Target creature gets +1/+1 as long as Weaponry remains tapped. You may choose not to untap Weaponry during untap phase.

Teeka's Dragon AC R ●●● 5 MG
Flying, trample, rampage 4. Counts as a Dragon. 5/5.

Teferi's Puzzle Box ART R ●●● 4 VS
During each player's draw phase, that player counts the cards in his or her hand, puts those cards on the bottom of his or her library, and is then drawn that number of cards.

Telethopter AC U ●● 4 TM
Tap a creature you control: Telethopter gains flying until end of turn. 3/1

Telim'Tor's Darts AC U ●●● 2 MG
2, : Do 1 damage to target player.

Tetravus AC R ●●● 6 AQ,4th
Flying. Gains three +1/+1 counters when cast. In your upkeep, you may move any of these counters on or off Tetravus. The counters are 1/1 flying artifact creatures that cannot be enchanted. 1/1.

Thran Forge ART U ●●● 4 WL
2: Until end of turn, target nonartifact creature gets +1/+0 and is an artifact creature.

Thran Tome ART R ●● 3 WL
5, : Reveal the top 3 cards of your library to target opponent. Bury one of those cards of opponent's choice. Draw the remaining cards.

Throne of Bone ART U ●● 3 L,U,R,4th,5th
1: Gain 1 life each time a black spell is cast. Use only once per spell.

Thumbscrews ART R ●● 2 TM
During your upkeep, if you have five or more cards in your hand, Thumbscrews deals 1 damage to target opponent.

Time Bomb ART R ●●● 3 IA,5th
Put a counter on Bomb during your upkeep. 1, , Sacrifice Bomb: * damage to each creature and player; * is the number of counters on Time Bomb.

Time Vault ART R ●●● 2 _U
: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.

Tin-Wing Chimera AC U ●●● 3 VS
Flying. Sacrifice Tin-Wing Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying. 2/2.

Tormod's Crypt ART C ●●● 0 DK, CH
, Sacrifice: Remove all cards in target player's graveyard from game.

Torture Chamber ART R ●●● 3 TM
During your upkeep, put a pain counter on Torture Chamber. At the end of your turn, Torture Chamber deals 1 damage to you for each pain counter on it. 1, , Remove all pain counters from Torture Chamber: Torture chamber deals 1 damage for each pain counter on it to target creature.

Touchstone ART U ●● 3 WL
: Tap target artifact you do not control.

Tower of Coireall ART U ●● 3 DK
: Make target creature unblockable by walls until end of turn.

Triangle of War ART R ●●● 3 VS
2, Sacrifice: Choose a creature you control and a creature an opponent controls. Each creature deals damage equal to its power to the other.

Triassic Egg ART R ●●● 4 LG, CH
3, : Put a counter on Egg. If there are 2 counters on Egg, you may sacrifice it to put a creature in your hand or graveyard directly into play.

Triskelion AC R ●●● 6 AQ,4th
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.

Unerring Sling ART U ●● 3 MG
3, , Tap an untapped creature you control: Sling deals the creature's power in damage to target attacking or blocking creature with flying.

Urza's Avenger AC R ●●● 6 AQ,4th,5th
: Avenger loses -1/-1 and gains either flying, banding, first strike, or trample until end of turn. 4/4.

Urza's Bauble ART U ● 1 IA,5th
, Sacrifice: Look at a random card from opponent's hand. Cantrip.

Urza's Chalice ART C ●● 2 AQ
1: Gain 1 life for any artifact cast. Can only give 1 life per artifact.

Urza's Engine AC R ●● 5 AI
Trample. 3: Banding until end of turn. 3: All creatures banded with Urza's Engine gain trample until end of turn. 1/5.

Urza's Miter ART R ● 3 AQ
3: Draw a card when one of your artifacts goes to the graveyard.

Ventifact Bottle ART R ●● 3 MG
1, 3, : Put X charge counters on Bottle. Play as a sorcery. At the beginning of your main phase, if Bottle has any counters, tap Bottle and remove all counters from it to add that much mana to your mana pool.

Vexing Arcanix ART R ●●●● 4 IA
3, : Make target player name a card and turn over the top card of his library. If the player's guess matches the card, it is placed in his hand. Otherwise, it is put in the graveyard and that player takes 2 damage.

ONE-STAR WONDERS



Ever wonder why cards get the rating they do? This issue takes a look at one-star wonders. Next month, we'll look at two-stars, but while we're here let's start with...Urza's Bauble. There are those that argue that the Bauble is useful to speed up your deck. Perhaps, but the number of decks that can make good use of this is severely limited. Ninety-nine times out of 100 you're better off drawing a card that actually *does* something.

Vibrating Sphere ART R ●● 4 IA
During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.

Voodoo Doll ART R ●● 6 LG, CH
Put a counter on Doll during upkeep. If Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. , : Do X damage to one target.

Walking Wall AC U ●●● 4 IA
Counts as wall. 3: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6.

Wall of Shields AC U ●● 3 IA
Counts as wall. Banding. 0/4

Wall of Spears AC C ●● 3 AQ,4th,5th
First strike, counts as a wall. 2/3.

Wand of Denial ART R ●●●● 2 VS
: Look at the top card of target player's library. If that card is a nonland card, you may pay 2 life to put it into that player's graveyard.

Wand of Ith ART U ●●● 4 DK
3, : Look at a card at random from a player's hand. He must discard it or pay life equal to its casting cost (1 for a land). Use only during your turn.

War Barge ART U ●●● 4 DK
3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.

War Chariot ART U ●●● 3 IA
3, : Give target creature trample until end of turn.

Watchdog AC U ●● 2 TM
Watchdog blocks if able. As long as Watchdog is untapped, all creatures attacking you get -1/-0. 1/2.

Weakstone ART U ●● 4 AQ
All attacking creatures lose -1/-0.

Well of Knowledge ART R ●●●● 3 WL
Any player may pay 2 during his or her draw phase to draw a card. Players may use this ability as many times as they choose.

Whalebone Glider ART U ●●● 2 IA
2, : Give one of your creatures with power 3 or less flying until end of turn.

Whirling Catapult ART R ●● 4 AI
2: Remove the top two cards of your library from the game to have Catapult deal one damage to each flying creature and each player.

White Mana Battery ART R ●●● 4 LG,4th
2, : Put a counter on White Mana Battery. : Add * to your mana pool. Add * for each counter you removed as well.

Winter Orb ART R ●●●● 2 L,U,R,4th,5th
Each player may only untap 1 land during his untap phase.

Wooden Sphere ART U ●● 1 L,U,R,4th,5th
1: Gain 1 life for any green spell is cast. Use only once per spell.

Xanthic Statue ART R ●● 5 WL
: Until end of turn, Statue is an 8/8 artifact creature with trample.

Yotian Soldier AC C ●●● 3 AQ,4th
Yotian Soldier does not tap when attacking. 1/4.

Zelyon Sword ART R ●● 3 FE
3, : Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.

• **Zuran Orb** ART U ●●●●● 0 IA
0, Sacrifice a land: Gain 2 life.

BLACK

Abandon Hope SOR U ●● X 1 TM
Choose and discard X cards. Look at target opponent's hand and choose X of those cards. That player discards the chosen cards.

Abomination SC U ●●● 3 LG,4th
Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.

Abyss, The EW R ●●●● 3 LG
Each player must bury a nonartifact creature he controls during his upkeep.

Abyssal Gatekeeper SC C ●● 1 WL
If Abyssal Gatekeeper is put into any graveyard from play, each player chooses and buries a creature he or she controls. 1/1.

Abyssal Hunter SC R ●●●● 3 MG
, : Tap target creature. Abyssal Hunter deals to that creature an amount of damage equal to Abyssal Hunter's power. 1/1.

Abyssal Specter SC U ●●● 2 IA,5th
Flying. Opponent damaged by Specter must discard a card. 2/3.

Agonizing Memories SOR U ●● 3 WL
Look at target player's hand. Choose two of those cards and put them on top of his or her library in any order.

Aku Djinn SC R ●●●● 3 VS
Trample. During your upkeep, each opponent puts a +1/+1 counter on each creature he or she controls. 5/6.

All Hallow's Eve EN R ●●● 2 LG
Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play.

Animate Dead EN U ●●● 1 L,U,R,4th,5th
Bring a creature from any graveyard into play on your side with -1 power. If Animate Dead leaves play, the creature is buried.

Armor Thrull SC C ●●● 2 FE
, Sacrifice: Put a +1/+2 counter on target creature. 1/3.

Artifact Possession EA C ●● 2 AQ
Do 2 damage to artifact's controller whenever its activation cost is paid.

Ashen Ghoul SC U ●● 3 IA
Unaffected by summoning sickness. : Return Ghoul to play under your control if there are at least three creatures above it. 3/1

Ashen Powder SOR R ●●● 2 MG
Take control of a creature from an opponent's graveyard.

Ashes to Ashes SOR U ●●● 3 DK,4th,5th
Remove two nonartifact creatures from the game and take 5 damage.

Bad Moon EN R ●●●● 1 L,U,R,4th,5th
All black creatures in play get +1/+1.

Balduvian Dead SC U ●● 3 AI
2: Remove a creature in your graveyard from game to put into play a 3/1 black and red creature that is unaffected by summoning sickness. Bury token at end of turn. 2/3.

Banshee SC U ●● 3 DK, CH
X, : Banshee does X damage, half to you (round up) and half to any target (round down). 0/1.

Barbed-Back Wurm SC U ●● 4 MG
: Target green creature blocking Wurm gets -1/-1 until end of turn. 4/3

Baron Sengir SL R ●●● 5 HL
Flying. Gets +2/+2 counters for each creature sent to graveyard on turn where Baron damaged it. : Regenerate target vampire. 5/5.

Barrow Ghoul SC C ●● 1 WL
During your upkeep, remove the top creature card in your graveyard from the game or bury Barrow Ghoul. 4/4.

Basal Thrull SC C ●● 2 FE
, Sacrifice: Add to your mana pool. 1/2.

Bellowing Fiend SC R ●● 3 TM
Flying. Whenever Bellowing Fiend damages any creature, Bellowing Fiend deals 3 damage to that creature's controller and 3 damage to you. 3/3.

Binding Agony EC C ●● 1 MG
For each 1 damage dealt to enchanted creature, Binding Agony deals 1 damage to that creature's controller.

Black Carriage SC R ● 3 HL
Trample. Doesn't untap as normal during untap phase. : Sacrifice a creature to untap Carriage. Do this only during your upkeep. 4/4.

Black Knight SC U ●●●● 2 L,U,R,4th,5th
Protection from white, first strike. 2/2.

Blanket of Night EN U ●●● 1 VS
Each mana-producing land is a swamp in addition to its normal type.

Blight EL U ●● 2 LG,4th,5th
If target land is tapped, destroy it at end of turn.

Blighted Shaman SC U ●● 1 MG
, Sacrifice a creature: Give a creature +2/+2 until end of turn. , Sacrifice a swamp: Give a creature +1/+1 until end of turn. 1/1.

Blood Pet SC C ● 1 TM
Sacrifice Blood Pet: Add to your mana pool. 1/1.

Bog Imp SC C ●● 1 DK,4th,5th
Flying. 1/1.

Bog Rats SC C ●● 1 DK,CH,5th
Cannot be blocked by walls. 1/1.

Bog Wraith SC U ●●● 3 L,U,R,4th,5th
Swampwalk. 3/3.

Bone Dancer SC R ●●● 1 WL
: Put the top creature of defender's graveyard into play under your control. Use only if Dancer is unblocked and only once each turn. 2/2.

Bone Harvest INS C ●●●●● 2 MG
Put any number of creatures from your graveyard on top of your library. Cantrip.

Key

- Restricted
- Banned
- Banned in Type 1.5 only
- Banned in Extended only

ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

MAGIC The Gathering®

players guide

Bounty Hunter SC R ●●●● 2●● TM
●: Put a bounty counter on target nonblack creature. ●: Destroy target creature with any bounty counters on it. 2/2.
Breathstealer SC C ●● 2● MG
●: +1/+1 until end of turn. 2/2.
Breeding Pit EN U ●●● 3● FE,5th
Put a 0/1 Thrull token in play at the end of each of your turns. Pay ●● during upkeep or bury Breeding Pit
Brine Shaman SC C ●● 1● IA
●: Sacrifice a creature to give a creature +2/+2 until end of turn.
1●●: Sacrifice a creature to counter a summon spell. 1/1.
Broken Visage INS R ●● 4● HL,5th
Bury target non-artifact attacking creature and putino play a black creature with power and toughness equal to target creature. Bury token at end of turn.
Brood of Cockroaches SC U ●●● 1● VS
If Brood of Cockroaches is put into your graveyard from play, pay 1 life and return Brood of Cockroaches to your hand at end of turn 1/1.
Burnt Offering MS C ●● ● IA
Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.
Buried Alive SOR U ●● 2● WL
Search your library for up to three creature cards and put them into your graveyard Shuffle your library afterwards.
Cadaverous Knight SC C ●●●● 2● MG
Flanking. 1●●: Regenerate. 2/2.
Carrion INS R ●●● 1●● MG
Sacrifice a creature: Put into play a number of Maggot tokens equal to the sacrificed creature's power. Treat these as 0/1 black creatures.
Carrion Ants SC U ●●● 2●● LG,4th,5th
1: +1/+1 until end of turn. 0/1.
Carrionette SC R ●● 1● TM
2●●: Remove Carrionette and target creature from the game. That creature's controller may pay 2 to counter this ability. Use this ability only if Carrionette is in your graveyard. 1/1.
Casting of Bones EC C ●● 2● AI
If enchanted creature is put into the graveyard, draw three cards Choose and discard one of those cards
Catacomb Dragon SC R ●●● 4●● MG
Flying Whenever Dragon is blocked by a non-artifact, non-Dragon creature, that creature's power is halved, rounded up. 4/4.
Cemetery Gate SC C ●● 2● HL
Protection from black. 0/5.
Chains of Mephistopheles EN R ●● 1● LG
Except for the first card drawn in draw phase, every player must discard a card before drawing. A player with no cards must discard the cards he draws.
Choking Sands SOR C ●●● 1●● MG
Destroy target non-swamp land. If that land is a non-basic land, Choking Sands deals 2 damage to the land's controller.
Circling Vultures SC U ●●● ● WL
Flying. During your upkeep, remove the top creature card in your graveyard from the game or bury Vultures. If Vultures is in your hand, you may discard it Play this ability as an instant. 3/2.
Cloak of Confusion EC C ●● 1● IA,5th
If target attacking creature is not blocked, you may have it deal no damage and force the defending player to discard a card at random.
Clot Sliver SC C ●●● 1● TM
Each Sliver gains "2: Regenerate this creature." 1/1.
Coercion SOR C ●●●● 2● VS, TM
Look at target opponent's hand and make him discard a card of your choice.
Coffin Queen SC R ●●●● 2● TM
You may choose not to untap Coffin Queen during your untap phase.
2●, ●: Put target creature card from any graveyard into play under your control. Remove that creature from the game if Coffin Queen becomes untapped or if you lose control of Coffin Queen. 1/1.
Coils of the Medusa EC C ●●● 1● WL
Enchanted creature gets +1/-1. Sacrifice Coils of the Medusa: Destroy all non-wall creatures blocking enchanted creature.
Commander Greven il-Vec SL R ●●● 3●●● TM
When Commander Greven il-Vec comes into play, sacrifice a creature. Greven cannot be blocked except by artifact creatures and black creatures. 7/5.
Contagion INS U ●● 3●● AI
You may pay 1 life and remove a black card in hand from the game to pay Contagion's cost. Put two -2/-1 counters on any numbers of creatures.
• **Contract from Below** SOR R ●●●●● ● L,U,R
Discard your hand; draw an additional ante card plus seven cards.
Corpse Dance INS R ●●●● 2● TM
Buyback 2. Put the top creature card from your graveyard into play. That creature is unaffected by summoning sickness this turn. Remove the creature from the game at end of turn.
Cosmic Horror SC R ●● 3●●● LG,4th
First strike. Pay 3●●● during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7
Crypt Cobra SC U ●● 3● MG
If Cobra attacks and is not blocked, defending player gets a poison counter. 3/3.
Crypt Rats SC C ●●●● 2● VS
●: Crypt Rats deals X damage to each creature and player. Spend only black mana in this way. 1/1.
Cuombajj Witches SC C ●●● ●● AN, CH
●: Each player does 1 damage to any target; you choose first. 1/3.
Curse Artifact EA U ● 2●● DK
Controller of target artifact must bury it during upkeep or lose 2 life.
Cursed Land EL U ●● 2●● L,U,R,4th,5th
Do 1 damage to controller of target land during upkeep.
Cyclopean Mummy SC C ● 1● LG,4th
Remove Mummy from game if it goes to graveyard. 2/1.
Dance of the Dead EC U ●●● 1● IA
Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap as normal. You must pay 1●.

Dark Banishing INS C ●●●● 2● IA,MG,TM
Bury target non-black creature.
Dark Privilege EC C ●● 1● VS
Enchanted creature gets +1/+1. Sacrifice a creature: Regenerate.
Dark Ritual MS C ●●●● ● L,U,R,4th,IA,MG,5th,TM
Add ●●● to your mana pool.
Darkness INS C ●● ● LG
Creatures attack and block as normal but deal no damage.
Dorkling Stalker SC C ●●● 3● TM
●: Regenerate Stalker. ●: Stalker gets +1/+1 until end of turn. 1/1.
• **Darkpact** SOR R ●●●● ●●● L,U,R
Switch the top card of your library with one of the cards up for ante.
Dauthi Embrace EN U ●●● 2● TM
●●. Target creature gains shadow until end of turn.
Dauthi Ghoul SC U ●● 1● TM
Shadow. Whenever any creature with shadow is put into any graveyard fro play, put a +1/+1 counter on Dauthi Ghoul. 1/1.
Dauthi Horror SC C ●●● 1● TM
Shadow. Dauthi Horror cannot be blocked by white creatures. 2/1.
Dauthi Marauder SC C ●●● 2● TM
Shadow. 3/1.
Dauthi Mercenary SC U ●●● 2● TM
Shadow. 1●: Dauthi Mercenary gets +1/+0 until end of turn. 2/1.
Dauthi Mindripper SC U ●●● 3●● TM
Shadow. Sacrifice Dauthi Mindripper. Defending player chooses and discards three cards. Use this ability only Dauthi Mindripper is attacking and unblocked. 2/1.
Dauthi Slayer SC C ●● ●● TM
Shadow. Each turn, Dauthi Slayer attacks if able. 2/2.
Death Pits of Rath EN R ●●● 3●● TM
Whenever any creature is dealt damage, destroy it. That creature cannot be regenerated this turn.
Death Watch EC C ●●● ● VS
If creature is put into any graveyard, its controller loses an amount of life equal to its power and you gain an amount of life equal to its toughness.
Deathgrip EN U ●●● ●● L,U,R,4th,5th
●●: Counter a green spell.
Deathlace INT R • ● L,U,R,4th
Change the color of one card being played or in play to black.
• **Demonic Attorney** SOR R • ● L,U,R
Unless opponent concedes game, both players draw an extra ante card.

Dread of Night EN U ●●● ● TM
All white creatures get -1/-1.
Dread Specter SC U ●● 3● MG
Whenever Dread Specter blocks or is blocked by a non-black creature, destroy that creature at end of combat. 2/2.
Dread Wight SC R ●● 3●● IA
At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a counter at any time. 3/4.
Dregs of Sorrow SOR R ●●●● 4● TM
Destroy X target nonblack creatures. Draw X cards.
Drift of the Dead SC U ●● 3● IA
Counts as a wall Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control */*
Drudge Skeletons SC C ●●● 1● L,R,4th,5th
●: Regenerates. 1/1.
Drudge Spell EN U ●● ●● HL
●: Remove 2 creatures from graveyard from the game. Bring Skeleton token into play. Skeleton is a black 1/1 creature; ●. Regenerates. All skeleton tokens are discarded if Drudge Spell leaves play.
Dry Spell SOR C ●●● 1● HL
Dry Spell deals 1 damage to each creature and player.
Dystopia EN R ●●●● 1●● AI
CU: One life. During each player's upkeep, if that player controls any green or white permanents, he sacrifices a green or white permanent.
Eater of the Dead SC U ●●● 4● DK
Choose a creature in any graveyard and remove it from the game: Untap Eater of the Dead. 3/4.
Ebon Praetor SC R ●● 4● FE
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5
Ebony Charm INS C ●● ● MG
Choose one—Target player loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature can only be blocked by artifact or black creatures this turn.
El-Hajjâj SC R ●● 1●● AN,R,4th
Gain 1 life for every point of damage El-Hajjâj inflicts. 1/1.
Endless Scream EC C ●●● 2● TM
Enchanted creature gets +X/+0.

KILLED COMBOS





Word of Command and Channel: This deadly combo used to work if you cast the Word of Command and your opponent was unfortunate enough to have a Channel in hand. "I order you to spend two green mana, then dump all your life into colorless mana. Buh bye." Sadly, it was ruled that spending life with Channel is not a casting decision, making Word of Command that much more worthless.

Demonic Consultation INS U ●●● ● IA
Name a card and remove the top six cards of your library from the game. Remove cards from the top of your library from the game until you get to the card you named. Add the card to your hand
Demonic Hordes SC R ●●●● 3●●● L,U,R
●: Destroy target land. Pay ●●● during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.
Demonic Torment EC U ●● 2● LG
Target creature deals no damage during combat and may not attack.
• **Demonic Tutor** SOR U ●●●●● 1● L,U,R
Choose one card from your library and it to your hand.
Derelor SC R ●●● 3● FE,5th
Your black spells cost an additional ●. 4/4.
Desolation EN U ●● 1●● VS
At the end of each turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed in this way, Desolation deals 2 damage to that plains' controller.
Diabolic Edict INS C ●●●● 1● TM
Target player sacrifices a creature.
Dirtwater Wraith SC C ●●● 3● MG
Swampwalk ● +1/+0 until end of turn. 1/3.
Diseased Vermin SC U ●●● 2● AI
During your upkeep, deals one damage to one opponent it has previously damaged for each counter. If Vermin damages a player in combat, put an counter on it. 1/1.
Disturbed Burial SOR C ●●●● 1● TM
Buyback 3. Return target creature from your graveyard to your hand.
Doomsday SOR R ●●●● ●●● WL
Pay half your life, rounded up. Put your graveyard on top of your library, then remove all but five cards of your library from the game. Put the rest on top of your library in any order.
Drain Life SOR C ●●●● 1● L,U,R,4th,MG,5th
Do 1 damage to target for each ● spent above casting cost. Gain 1 life for each damage done. You cannot gain more life than target's current toughness.

Enfeeblement EC C ●●● ●● MG,TM
Enchanted creature gets -2/-2.
Erg Raiders SC C ●●● 1● AN,R,4th,5th
Take 2 damage at end of turn if Erg Raiders don't attack. 2/3.
Evil Eye of Orms-By-Gore SC U ●● 4● LG,5th
Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.
Evil Presence EL U ●● ● L,U,R,4th,5th
Target land is now a basic swamp.
Evincar's Justice SOR C ●● 2●● TM
Buyback 3. Evincar's Justice deals 2 damage to each creature and player.
Extinction SOR R ●●● 4● TM
Destroy all creatures of any creature type of your choice
Fallen, The SC U ●● 1●●● DK, CH
During your upkeep, The Fallen does 1 damage to every opponent it has previously damaged. 2/3.
Fallen Angel SC U ●●● 3●● LG,CH,5th
Sacrifice a creature: Fallen Angel gains +2/+1 until end of turn. 3/3.
Fallen Askari SC C ●●● 1● VS
Flanking. Fallen Askari cannot block 2/2
Fatal Blow INS C ●● ● WL
Bury target creature that was damaged this turn.
Fatal Lore SOR R • 2●● AI
Target opponent chooses: You draw 3 cards or you choose and bury up to 2 creatures that opponent controls and he draws up to 3 cards.
Fear EC C ●●● ●● L, R,4th,IA,,5th
Only black or artifact creatures may block target creature.
Feast of the Unicorn EC C ●●● 3● HL
Target creature gets +4/+0.
Feast or Famine INS U ●●● 3● AI
Bury target non-black, non-artifact creature or put a Zombie token into play. Treat this token as a 2/2 black creature.
Feral Shadow SC C ●● 2● MG
Flying. 2/1.

Festering Evil EN U ●●● ③●● WL
During your upkeep, Festering Evil deals 1 damage to each creature and player. ●●, Sacrifice: Do 3 damage to each creature and player.

Fetid Horror SC C ●●● ③● MG
●: +1/+1 until end of turn. 1/2.

Fevered Convulsion EN R ●●● ●● TM
②●●: Put a -1/-1 counter on target creature.

Fevered Strength INS C ●● ③● AI
Enchanted reature gets +2/+0. Cantrip.

Fledgling Djinn SC C ●●● ④● WL
Flying. During your upkeep, Djinn deals 1 damage to you. 2/2.

Flow of Maggots SC R ●● ②● IA
CU: ①. May not be blocked by non-wall creatures. 2/2

Forbidden Crypt EN R ●●● ③●● MG
For each card you would draw, instead choose a card in your graveyard and put it into your hand. If you cannot, you lose the game. When a card is put into your graveyard, remove it from the game.

Forbidden Ritual SOR R ●● ③●● VS
Sacrifice a card in play: Target opponent loses 2 life unless he or she sacrifices a permanent or chooses and discards a card. You may repeat this process as many times as you choose.

Forsaken Wastes EW R ●●● ③● MG
Players cannot gain life. During each player's upkeep, that player loses 1 life. If Forsaken Wastes is the target of a successfully cast spell, that spell's caster loses 5 life.

Foul Familiar SC C ●●● ②● IA
May not block. ●: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.

Frankenstein's Monster SC R ●● ⑧●● DK
Remove X creatures from your graveyard from the game when casting Monster. For each creature removed from the game in this way, give Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1

Frozen Shade SC C ●●● ②● L,R,4th,5th
●: +1/+1 until end of turn. 0/1.

Funeral Charm INS C ●●● ● VS
Choose one—Target player chooses and discards a card; or target creature gets +2/-1 until end of turn; or target creature gains swampwalk until end of turn.

Funeral March EC C ●● ②●● HL,5th
When target creature leaves play, that creature's controller must sacrifice a creature. Ignore this effect if he controls no other creatures

Gallowbraid SL R ●●● ③●● WL
CU: Pay 1 life. Trample. 5/5.

Gangrenous Zombies SC C ●● ①●● IA
●: Sacrifice to deal 1 damage to each creature and player. Zombies deals 2 damage if you control any snow-covered swamps. 2/2.

Gate to Phyrexia EN U ●●● ●● AQ
Sacrifice a creature during your upkeep to destroy an artifact

Gaze of Pain SOR C ●●● ③● IA
For each of your creatures that attacks and is not blocked, you may have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.

Ghost Hounds SC U ●● ①● HL
Attacking does not cause Ghost Hounds to tap. Gains first strike if blocking or blocked by white creature(s). 1/1.

Ghosts of the Damned SC C ●● ①●● LG
●: Make target creature -1/-0 until end of turn. 0/2

Giant Slug SC C ●● ①● LG, CH
●: Give Slug landwalk ability of your choice on your next turn. 1

Gloom EN U ●●●● ②● L,U,R,4th,5th
White spells and white enchantment costs now require an extra ●

Glyph of Doom INS C • ● LG
Creatures blocked by target wall are destroyed after combat.

Grandmother Sengir SL R ●● ④● HL
①●, ●: Target creature gets -1/-1 until end of turn. 3/3

Grave Robbers SC R ●● ①●● DK
●, ●: Remove an artifact in any graveyard from game. Gain 2 life. 1/1

Gravebane Zombie SC C ●● ③● MG
If Zombie is put into graveyard from play, put it on top of owner's library. 3/2

Gravebind INS R • ● IA
Target creature may not regenerate this turn. Cantrip

Gravedigger SC C ●● ③● TM
When Gravedigger comes into play, you may return target creature card from your graveyard to your hand. 2/2.

Grave Servitude EC C ●●● ①● MG
You may choose to play Grave Servitude as an instant; if you do, sacrifice it at end of turn. Enchanted creature gets +3/-1 and is black.

Greater Werewolf SC C ●●● ④● HL,5th
After combat, put a -0/-2 counter on all creatures that blocked werewolf. 2/4

Greed EN R ●●● ③● LG 4th

●, Pay 2 life: Draw a card.

Guardian Beast SC R ●●●● ③● AN
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4

Harbinger of Night SC R ●●● ②●● MG
During your upkeep, put a -1/-1 counter on each creature. 2/3

Hasran Ogress SC C ●● ●● AN, CH
Pay ② when Hasran Ogress attacks or lose 2 life. 3/2.

Haunting Misery SOR C ●● ①●● WL
Remove X creature cards in your graveyard from the game: Haunting Misery deals X damage to target player.

Haunting Wind EN U ●● ③● AQ
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.

Headless Horseman SC C • ②● LG
Speaking of Sleepy Hollow, this card is so boring it makes us sleepy. 2/2

Headstone INS C ●● ①● HL
Remove target card in any graveyard from the game. Cantrip.

Hecatomb EN R ●●● ①●● IA, 5th
Sacrifice four creatures when Hecatomb comes into play. ●: Tap a swamp you control to have Hecatomb deal 1 damage to any target.

Hell Swarm INS C • ● LG
Make all creatures -1/-0 until end of turn.

Hellfire SOR R ●●● ②●●● LG
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.

Hell's Caretaker SC R ●●● ③● LG, CH
●: Sacrifice a creature to put a creature in your graveyard into play. 1/1.

Hidden Horror SC U ●●● ①●● WL
When Horror comes into play, discard a creature card or bury Horror. 4/4.

Hoar Shade SC C ●●● ③● IA
●: +1/+1 until end of turn. 1/2.

Horror of Horrors EN U ●●● ③●● LG
Sacrifice a swamp to regenerate a black creature.

Howl from Beyond INS C ●●● ⑤● L,U,R,4th,IA,5th
Target creature gains +X/+0 until end of turn.

Hyalopterous Lemure SC U ●●● ③● IA
●: Gains flying and -1/-0 until end of turn. 4/3.

Hymn to Tourach SOR C ●●●● ●● FE
Target player randomly discards two cards from his hand.

• **Hypnotic Specter** SC U ●●●●● ①●● L,U,R,4th
Flying. Player damaged by Specter must discard a card at random. 2/2.

Icequake SOR U ●●● ①●● IA
Destroy a land. If it is a snow-covered land, its controller takes 1 damage.

Ihsan's Shade SC U ●●●● ③●●● HL
Protection from white. 5/5.

Imprison EC R ●●● ● LG
●: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.

Imp's Taunt INS U ●● ①● TM
Buyback ③. Target creature attacks this turn if able.

Infernal Contract SOR R ●●●● ●●● MG
Pay half your life, rounded up: Draw four cards.

Infernal Darkness EN R ●●● ②●●● IA
CU: ● and 1 life. All mana-producing lands produce ● instead of their normal mana



Long ago, back before the four-per-deck card limit, these vermin were very popular. Now? You're looking at a 1/1 creature for three mana. The one-star rating reflects the tournament-imposed limit and the unlikelihood of having more than two in play at the same time. Decks with 20 Plague Rats may be effective, but they're not tourney legal and few people play old-school style.

Infernal Denizen SC R • ⑦● IA
During upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his choice. ●: Gain control of target creature. 5/7.

Infernal Harvest SOR C ●●● ①● VS
Return X swamps you control to owner's hand: Infernal Harvest deals X damage, divided any way, among any number of target creatures.

Infernal Medusa SC U ●●● ③●● LG
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.

Infernal Tribute EN R ●●●●● ●●● WL
②, Sacrifice a card in play: Draw a card.

Initiates of the Ebon Hand SC C ●●● ● FE, 5th
①: Add ● to your mana pool. Bury Initiates if more than ③ is spent this way in one turn. 1/1.

Inquisition SOR C • ②● DK
Examine target player's hand. Do one damage for each white card.

Insidious Bookworms SC C ●● ● AI
①●: Target player discards a card at random. Use only when Bookworms is put into graveyard from play and only once. 1/1.

Irini Sengir SL U • ②●● HL
All white and green enchantments cost an extra ② to cast. 2/2.

Jovial Evil SOR R ●● ②● LG
Do 2 damage to opponent for each white creature he controls

Junún Efreet SC U ●●● ①●● AN, 4th
Flying. Pay ●● during upkeep or Junún Efreet is destroyed. 3/3.

Juzam Djinn SC R ●●●●● ②●● AN
Juzam Djinn deals 1 damage to you during your upkeep. 5/5.

Kaervek's Hex SOR U ●● ③●● MG
Kaervek's Hex deals 1 damage to each non-black creature and an additional 1 damage to each green creature.

Kaervek's Spite INS R ●● ●●● VS
Sacrifice all permanents, Discard your hand: Target player loses 5 life.

Keeper of Tresserhorn SC R ●●● ⑤● AI
If Keeper attacks and is not blocked, it deals no damage to defending player this turn and that player loses two life. 6/6.

Kezzerdrix SC R ●● ②●● TM
First strike. During your upkeep, if your opponents control no creatures, Kezzerdrix deals 4 damage to you. 4/4.

Khabal Ghoul SC R ●●● ②● AN
Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.

Kjeldoran Dead SC C ●●● ● IA, 5th
You must sacrifice a creature when Kjeldoran Dead comes into play.
●: Regenerate. 3/1.

Knight of Dusk SC U ●●● ①●● TM
●●, Destroy target creature blocking Knight of Dusk. 2/2.

Knights of Stromgald SC U ●●●● ●●● IA, 5th
Protection from white. ●●: +1/+0. ●: First strike. 2/1.

Koskun Falls EW R ●● ②●● HL
During your upkeep, tap target creature you control or bury Koshkun Falls. No creature can attack you unless its controller pays an additional ② whenever the creature attacks.

Krovikan Elementalist SC U ●● ●● IA
②●: Give a creature +1/+0 until end of turn. ●●: Give a creature you control flying until end of turn. Bury that creature at end of turn. 1/1.

Krovikan Fetish EC C ●●● ②● IA, 5th
Target creature gets +1/+1. Cantrip.

Krovikan Horror SC R • ③● AI
At the end of any turn, if Krovikan Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand. ①. Sacrifice a creature to have Krovikan Horror dead one damage to target creature or player. 2/2.

Krovikan Plague EC U • ②● AI
Play on a non-wall creature you control. ●: Tap enchanted creature to have Krovikan Plague deal one damage to target creature or player. Put a -0/-1 counter on enchanted creature. Cantrip.

Krovikan Vampire SC U ●● ①●● IA
If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3.

Leeching Licid SC U ●●● ①● TM
●,●: Leeching Licid loses this ability and becomes a creature enchantment that reads "During the upkeep of enchanted creature's controller, Leeching Licid deals 1 damage to that player" instead of a creature. Move Leeching Licid onto target creature. You may pay ● to end this effect. 1/1.

Legions of Lim-Dûl SC C ●● ①●● IA
Snow-covered swampwalk. 2/3.

Leshrac's Rite EC U ●● ● IA, 5th
Give target creature swampwalk.

Leshrac's Sigil EN U ●● ●● IA
●●: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. ●●: Return Leshrac's Sigil to owner's hand.

Lesser Werewolf SC U ●●● ③● LG
●: Give Werewolf -1/-0 until end of turn. Put a -0/-1 counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.

Lich EN R ●● ●●●● L,U
Lose all life. For each point of damage you take, bury one permanent you control. For every point you gain, draw a card. If Lich leaves play you lose.

Lim-Dûl's Cohort SC C ●● ①●● IA
Creatures blocking or blocked by Cohort cannot regenerate. 2/3.

Lim-Dûl's Hex EN U ●● ①● IA
During your upkeep, Hex does 1 damage to all players. Each player may pay ● or ③ to prevent the damage to himself.

Lim-Dûl's High Guard SC C ●●● ①●● AI
First strike. ①●: Regenerate. 2/1.

Living Death SOR R ●●● ③●● TM
Set aside all creature cards in all graveyards. Then, put each creature that is in play into its owner's graveyard. Then, put each creature card set aside in this way into play under its owner's control.

Lord of the Pit SC R ●●● ⑤●●● L,U,R,4th,5th
Flying, trample. During your upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.

Lost Soul SC C ●● ①●● LG, 4th, 5th
Swampwalk. 2/1.

Maddening Imp SC R ●● ②● TM
Flying. ●: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat. 1/1.

Marsh Gas INS C • ● DK, 4th
Make all creatures -2/-0 until end of turn.

Marsh Lurker SC C ●● ③● TM
Sacrifice a swamp: Marsh Lurker cannot be blocked this turn except by artifact creatures and black creatures. 3/2.

Mind Ravel SOR C ●● ②● IA, 5th
Target player must discard a card. Draw a card at the beginning of the next turn's upkeep.

• **Mind Twist** SOR R ●●●●● ⑤● L,U,R,4th
Opponent must randomly discard X cards from his hand.

Mind Warp SOR U ●●● ③⑤● IA, 5th
Look at a player's hand and make him discard X cards of your choice.

Mind Whip EC R ●● ②●● IA
During target creature's controller's upkeep, Mind Whip does 2 damage to that player and taps the creature if he does not pay ③.

Mindwhip Sliver SC U ●● ②● TM
Each Sliver gains "②, Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery." 2/2.

Mindstab Thrull SC C ●● ①●● FE, 5th
If Thrull attacks and is not blocked, you may have it deal no damage and sacrifice it to force the defender to discard three cards. 2/2.

Minion of Leshrac SC R ●●● ③●●● IA
Protection from black. During upkeep, sacrifice a creature or Minion does 5 damage to you and taps. ●: Destroy a creature or land. 5/5.

key

• Restricted
• Banned
• Banned in Type 1.5 only
• Banned in Extended only

ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

MAGIC The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Minion of Tevesh Szat SC R ●●● 4●●● IA
Pay ●● during upkeep or take 2 damage. ●: Give target creature -3/-2 until end of turn. 4/4.

Minion of the Wastes SC R ●●● 3●●● TM
Trample. When you play Minion of the Wastes, pay any amount of life. Minion has power and toughness each equal to that amount. */*.

Mire Shade SC U ●● 1● MG
●, Sacrifice a swamp: Put a +1/+1 counter on Mire Shade. 1/1.

Mischievous Poltergeist SC U ●●● 2● WL
Flying. Pay 1 life: Regenerate. 1/1.

Misinformation INS U ●●● ● AI
Put 3 cards from an opponent's graveyard on top of his library in any order.

Mold Demon SC R ● 3●● LG
Sacrifice 2 swamps when casting Mold Demon or bury it. 6/6.

Mole Worms SC U ●● 2● IA,5th
●: Tap a land. As long as Worms remain tapped, that land does not untap as normal. You may choose not to untap Worms. 1/1.

Moor Fiend SC C ●●● 3● IA
Swampwalk. 3/3.

Morinfen SL R ●●● 3●● WL
Flying. CU: 1 life. 5/4.

Murk Dwellers SC C ●● 3● DK,4th,5th
If Murk Dwellers attack and is not blocked, it gains +2/+0. 2/2.

Odylic Wraith SC U ●●● 3● WL
Swampwalk. If Odylic Wraith damages any player, that player chooses and discards a card. 2/2.

Order of the Ebon Hand SC C ●●●● ●● FE
Protection from white. ●●: +1/+0. ●: First strike. 2/1.

Oubliette EN C ●●● 1●● AN
Place target creature out of play. If Oubliette leaves play, creature returns tapped.

Painful Memories SOR U ●●● 1● MG
Look at target opponent's hand and put onecard on top of his or her library.

Paralyze EC C ●●● ● L,U,R,4th,5th
Tap target creature. Target creature doesn't untap as normal. Creature's controller may spend ● to untap during upkeep.

Perish SOR U ●●● 2● TM
Destroy all green creatures. Those creatures cannot be regenerated this turn.

Pestilence EN C ●●● 2● L,U,R,4th,5th
●: Do 1 damage to each creature and all players. Bury Pestilence if there are no creatures in play at the end of any turn.

Pestilence Rats SC C ●● 2● IA
* equals the number of other Rats in play. */3.

Phantasmal Fiend SC C ●●● 3● AI
●: +1/-1 until end of turn. 1●: Switch Fiend's power and toughness until end of turn. 1/5.

Phyrexian Boon EC C ●●● 2● AI
As long as enchanted creature is black, it get +2/+1; otherwise it gets -1/-2.

Phyrexian Gremlins SC C ●●● 2● AQ
●: Tap an artifact. As long as Gremlins are tapped, that artifact does not untap as normal. You may choose not to untap Gremlins. 1/1.

Phyrexian Tribute SOR R ● 2● MG
Sacrifice two creatures: Destroy target artifact.

Pillar Tombs of Aku EW R ●●● 2●● VS
During each player's upkeep, that player sacrifices a creature, or that player loses 5 life and you bury Pillar Tombs of Aku.

Pit Imp SC C ●● ● TM
Flying. ●: Pit Imp gets +1/+0 until end of turn. You cannot spend more than ●● in this way each turn. 0/1.

Pit Scorpion SC C ●● 2● LG,4th,5th
If Scorpion damages opponent, opponent gets 1 poison counter. 1/1.

Plague Rats SC C ● 2● L,U,R,4th,5th
Power and toughness equal number of Plague Rats in play. */*.

Pox SOR R ●●● ●●● IA,5th
Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.

Priest of Yawgmoth SC C ● 1● AQ
●: Sacrifice an artifact and add ● equal its cost to your mana pool. 1/2.

Purraj of Urborg SL R ●●● 3●● MG
First strike when attacking. ●: Put a +1/+1 counter on Purraj. Use only when a black spell is cast and only once for each spell. 2/3.

Python SC C ●● 1●● VS
3/2.

Quagmire EN U ● 2● LG
Creatures with swampwalk may be blocked as normal.

Rag Man SC R ●● 2●● DK,4th,5th
●●●, ●: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.

Rain of Tears SOR U ●●● 1●● TM
Destroy target land.

Raise Dead SOR C ●●● ● L,U,R,4th,5th
Bring a creature from your graveyard into your hand.

Rats of Rath SC C ●● 1● TM
●: Destroy target artifact, creature, or land you control. 2/1.

Ravenous Vampire SC U ●●● 3●● MG
Flying. During your upkeep, sacrifice a non-artifact creature and put a +1/+1 counter on Vampire, or tap Vampire. 3/3.

Razortooth Rats SC C ●● 2● WL
Cannot be blocked except by artifact creatures and black creatures. 2/1.

Reanimate SOR U ●●● ● TM
Put target creature card from any graveyard into play under your control. Lose life equal to that creature's total casting cost

Reckless Spite INS U ●● 1●● TM
Destroy two nonblack creatures. Lose 5 life.

Reign of Terror SOR U ●● 3●● MG
Bury all white or green creatures. Lose 2 life for each creature.

Restless Dead SC C ●●● 3● MG
●: Regenerate Restless Dead. 1/1.

Ritual of the Machine SOR R ●●●● 2●● AI
Sacrifice a creature to gain control of a non-black, non-artifact creature.

Royal Assassin SC R ●●●● 1●● L,U,R,4th
●: Destroy any tapped creature. 1/1.

Sacrifice MS U ● ● L,U,R
Sacrifice a creature to get ● equal to that creature's casting cost.

Sadistic Glee EC C ●● ● TM
Whenever any creature is put into any graveyard from play, put a +1/+1 counter on enchanted creature.

Sarcomancy EN R ●● ● TM
When Sarcomancy comes into play, put a Zombie Token into play. Treat this token as a 2/2 black creature. During your upkeep, if there are no Zombies in play, Sarcomancy deals 1 damage to you.

Scathe Zombies SC C ● 3● L,U,R,4th,5th
2/2. Izzzzz...

Scavenging Ghoul SC U ●● 3● L,U,R,4th
At the end of turn, add a counter for each other creature placed in the graveyard that turn. Discard a counter to regenerate Ghoul. 2/2.

Screeching Harpy SC U ●● 2●● TM
Flying. 1●: Regenerate Screeching Harpy. 2/2.

Season of the Witch EN R ● 3●● DK
At end of each player's turn, bury all untapped creatures that could have attacked but didn't. Pay 2 life during upkeep or Season is destroyed.

Seizures EC C ●● 1● IA
When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him.

Sengir Autocrat SC R ●●● 3● HL,5th
When Autocrat into play, put 3 smurf tokens into play. Smurf these as 0/1 black creatures. If Autocrat smurfs play, snuff your smurfs. 2/2.

Sengir Bats SC C ●● 1●● HL
Flying. For each creature put into the graveyard in the same turn that it was damaged by Bats, Bats receive +1/+1. 1/2

Sengir Vampire SC U ●●●● 3●● L,U,R,4th
Flying. For each creature put into the graveyard in the same turn that it was damaged by Vampire, Vampire receives +1/+1 4/4.

Servant of Volrath SC C ● 2● TM
If Servant of Volrath leaves play, sacrifice a creature. 3/3.

Sewars of Estark INS R ●● 2●● PR
If target creature is attacking, it may not be blocked until end of turn. If it is blocking, it deals no damage and takes no damage.

Sewer Rats SC C ●●● ● MG
●. Pay 1 life: +1/+0 until end of turn. You cannot spend more than ●●● in this way each turn. 1/1.

Shadow Guildmage SC C ●●● ● MG
●, ●: Put target creature you control on top of owner's library. ●, ●: Guildmage deals 1 damage to any target and 1 damage to you. 1/1.

Shadow Rider SC C ●●● 2●● WL
Flanking. 3/3.

Shallow Grave INS R ●●●● 1●● MG
Put top creature from your graveyard in play Creature is unaffected by summoning sickness and is removed from game at end of any turn.

Shattered Crypt SOR C ●● X●● WL
Return X creatures from your graveyard to your hand and lose X life.

Shauku, Endbringer SL R ●● 3●● MG
Flying. Shauku cannot attack if there is another creature in play. During your upkeep, lose 3 life. ●: Remove target creature from the game and put a +1/+1 counter on Shauku. 5/5.

Shimian Night Stalker SC U ●●● 3●● LG, CH
●, ●: Redirect damage done to you by an attacking creature to Stalker. 4/4.

Simulacrum INS U ●●● 1●● L,U,R,4th
Redirect all damage done to you this turn to one of your creatures.

Sinkhole SOR C ●●● ●● L,U
Destroy a land.

Skulking Ghost SC C ●●● 1●● MG
Flying. If Ghost is the target of a spell or effect, bury Ghost. 2/1.

Skyshroud Vampire SC U ●●● 3●● TM
Flying. Discard a creature card: Vampire gets +2/+2 until end of turn. 3/3.

Soldevi Adnate SC C ●● 1●● AI
●: Sacrifice a black or artifact creature to add an amount of ● equal to that creature's casting cost to your mana pool. 1/2.

Songs of the Damned MS C ●● ● IA
Add ● to your mana pool for every creature in your graveyard.

Sorceress Queen SC R ●●●● 1●● AN,R,4th,5th
●: Target creature becomes 0/2 until end of turn. 1/1.

Soul Burn SOR C ●●● 2● IA
Do one damage to any target for each ● or ● spent above the casting cost. Gain one life for each ● spent in this way.

Soul Exchange SOR U ●●● ●● FE
Remove a creature from the game to put a creature from your grave-yard in play. Add a +2/+2 counter if you sacrificed a Thrull.

Soul Kiss EC C ●●● 2● IA
●. Pay one life to give enchanted creature +2/+2 until end of turn. You may spend no more than ●●● in this way each turn.

Soul Rend INS U ●●● 1●● MG
Bury target white creature. Cantrip.

Soulshriek SC C ●● ● MG
Target creature you control gets +*/+0 until end of turn, where * is the number of creature in your graveyard. Bury creature at end of turn.

Souldrinker SC U ●●● 3●● TM
Pay 3 life: Put a +1/+1 counter on Souldrinker. 2/2

Spinal Graft EC C ●● 1●● TM
Enchanted creature gets +3/+3. If enchanted creature is the target of a spell or ability, destroy the creature. Creature cannot regenerate this turn.

Spinning Darkness INS C ●●● X●● WL
You may remove the top 3 block cards in your graveyard from game instead of paying casting cost. Do 3 damage to target nonblack creature. Gain 3 life.

Spirit of the Night SL R ●●● 6●●● MG
Flying, trample, protechon from black. First strike when attacking. Spirit of the Night is unaffected by summoning sickness. 6/5.

Spirit Shackle EC U ●● ●● LG,4th
Put a -0/-2 counter on target creature every time it taps.

Spoils of Evil INT R ●●● 2●● IA
Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.

Spoils of War SOR R ●●● X● IA
Put X +1/+1 counter on any number of creatures. X is equal to the number of creatures and artifacts in target opponent's graveyard

Stench of Decay INS C ●● 1●● AI
All non-artifact creatures get -1/-1 until end of turn.

Nameless Race SC R ●● 3● DK
Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.

Necratog SC U ●●● 1●● WL
Remove the top creature card in your graveyard from the game: +2/+2 until end of turn. 1/2.

Necrite SC C ●● 1●● FE,5th
If Necrite attacks and isn't blocked, you may have it deal no damage and sacrifice it to bury a target creature controlled by the defending player. 2/2.

Necromancy EN U ●●● 2●● VS
You may play Necromancy as an instant; if you do, bury it at end of turn. When you play Necromancy, choose a creature in your grave-yard. When Necromancy comes into play, put that creature into play as though just played and Necromancy becomes an enchantment that targets the creature. If Necromancy leaves play, bury the creature

Necropotence EN R ●●●● ●●● IA,5th
Skip your draw phase. ●: Pay 1 life to set aside the top card of your library. Add it to your hand at the start of your next discard phase.

Necrosavant SC R ●●● 3●●● VS
3●●, Sacrifice a creature: Put Necrosavant into play. Use this ability only during your upkeep and only if Necrosavant is in your graveyard. 5/5.

Nekrataal SC U ●●●● 2●● VS
First strike. When Nekrataal comes into play, bury target nonartifact, nonblack creature. 2/1.

Nether Shadow SC R ●● ●● L,U,R,4th,5th
If three creatures are above Shadow in graveyard, it can return to play during controller's upkeep. Unaffected by summoning sickness. 1/1.

Nether Void EW R ●●●●● 3●● LG
All spells are countered unless their controller spends an additional 3●.

Netting Imp SC U ●●● 2●● L,U,R
●: Target non-wall creature must attack or DIE!!! at end of turn. 1/1.

Nightmare SC R ●●● 3●● L,U,R,4th,5th
Flying. Power and toughness equal number of swamps controller has. */*.

Nocturnal Raid INS U ●● 2●● MG
All black creatures get +2/+0 until end of turn.

Norritt SC C ●●● 3● IA
●: Untap a blue creature. ●: Opponent's target non-wall creature must attack or be destroyed at end of turn 1/1.

Oath of Lim-Dûl EN R ●●● 3●● IA
For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand ●● Draw a card.

KILLED COMBOS





Dingus Egg and Equipoise: Dingus Egg didn't always trigger when lands were destroyed; it used to go off when they left play. If you had a way of continually phasing out your opponent's lands—say, with an Equipoise—you could make your opponent feel like a Dingus (or, at the very least, an oppressed Ouphe).

Stench of Evil SOR U ●●● 2●● IA
Destroy all plains. Each player takes one damage for each plains he loses this way, but may pay 2 for each point he wishes to prevent.

Stone-Throwing Devils SC C ●●● ● AN
First strike. 1/1.

Strands of Night EN U ●●● 2●● WL
●●, Pay 2 life, Sacrifice a swamp: Put target creature card from your graveyard into play.

Stromgald Cabal SC R ●●●● 1●● IA,5th
●: Pay 1 life to counter a white spell. 2/2.

Stromgald Spy SC U ●●● 3● AI
If Spy attacks and is not blocked, you may have it deal no damage to make defending player play with his hand face up on the table. 2/4.

Stupor SOR U ●●●● 3● MG
Opponent discards a card at random, then chooses and discards a card.

Suq'Ata Assassin SC U ●● 1●● VS
Assassin cannot be blocked except by artifact or black creatures. If Assassin attacks and is not blocked, defending player gets a poison counter. 1/1.

Swamp Mosquito SC C ●● 1● AI
Flying. If Mosquito is not blocked, defender gets a poison counter. 0/1.

Syphon Soul SOR C ●● 2● LG
Do 2 damage to all players except caster. Gain life equal to total damage dealt.

Tainted Specter SC R ●●● 3● MG
Flying. 1●●●, ●: Target chooses a card from his hand and then either discards it or puts it on top of his library. If it is discarded, Specter deals 1 damage to each creature and player. Play as a sorcery. 2/2.

Takklemaggot EC U ●● 2●● LG, CH
Give target a -0/-1 counter during controller's upkeep. If creature dies, controller chooses a new target. If no target, Takklemaggot becomes an enchantment and does 1 damage during upkeep to its last controller.

Tar Pit Warrior SC C ●●● 2● VS
If Tar Pit Warrior is the target of a spell or effect, bury Warrior. 3/4.

Tendrils of Despair SOR C ● ● WL
Sacrifice a creature: Target opponent chooses and discards two cards.

Terror INS C ●●●● ●● L,U,R,4th,5th
Bury target creature. Cannot target black or artifact creatures.

Thrull Champion SC R ●● 4● FE
All Thrulls get +1/+1. ●: Take control of target Thrull. When Thrull Champion leaves your control or play, you lose control of a. 2/2.

Thrull Retainer EC U ●●● ● FE, 5th
Give target +1/+1. Sacrifice Retainer to regenerate the creature.

Thrull Wizard SC U ● 2● FE
1●: Counter black spell unless caster pays an additional ● or ●.

• **Timmerian Fiends** SC R ● 1●● VL
●●●. Sacrifice Timmerian Fiends: Bury target opponent's artifact and put it in your graveyard. Put Timmerian Fiends into his graveyard. This change is permanent. Opponent may ante an additional card to counter this effect. 1/1.

Tombstone Stairwell EW R ●●● 2●● MG
Cumulative Upkeep 1●. During each player's upkeep, he puts one zombie token for each creature in his graveyard. These tokens are 2/2 black creatures that are unaffected by summoning sickness and count as zombies. Bury tokens at the end of any turn.

Torture EC C ●● ● HL,5th
1●: Place a -1/-1 token on creature Torture enchants.

Touch of Darkness INS U ● ● LG
Change the color of one or more creatures to black until end of turn.

Touch of Death SOR C ●● 1● IA,5th
Do 1 damage to any player and gain 1 life. Cantrip.

Tourach's Chant EN U ●● 1●● FE
Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.

Tourach's Gate EL R ● 1●● FE
Sacrifice a Thrull to put three time counters on land. Remove a counter during upkeep, burying Gate when there it has no time counters. ●: Tap land to give all your attacking creatures +2/-1 until end of turn.

Transmutation INS C ●●● 1● LG, CH
Target creature's power and toughness are switched until end of turn.

Uncle Istvan SC U ●● 1●●● DK,4th
All damage done to Uncle Istvan by creatures is reduced to zero. 1/3.

• **Underworld Dreams** EN U ●●●●● ●●● LG
Do 1 damage to opponent for each card he draws.

Unholy Strength EC C ●●● ● L,U,R,4th,5th
Target creature gains +2/+1.

Urborg Justice INS R ●●● ●● WL
Target opponent buries a number of creatures he or she controls equal to the number of creatures put into graveyard from play so far this turn.

Urborg Mindsucker SC C ●● 3● VS
●, Sacrifice Urborg Mindsucker: Target opponent discards a card at random. Play this ability as a sorcery. 2/2.

Urborg Panther SC C ●●● 2●● MG
●, Sacrifice Panther: Destroy target creature blocking Panther. Sacrifice Feral Shadow, Breathstealer, and Urborg Panther: Search your library for Spirit of the Night and put it into play as though it were just played. 2/2.

Urborg Stalker SC R ●●● 3●● WL
During each upkeep, if that player controls any non-land permanents that are not black, Stalker deals 1 damage to that player. 2/4.

Vampire Bats SC C ●● ● LG,4th,5th
Flying. ●: Give Bats +1/+0 until end of turn. Only ●● may be spent this way per turn. 0/1.

Vampiric Tutor INS R ●●●● ● VS
Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.

Vampirism EC U ●● 1● VS
Enchanted creature gets +1/+1 for each other creature you control. All other creatures you control get -1/-1. Cantrip.

Veldrane of Sengir SL R ●●● 3●● HL
1●●: Veldrane gets Forestwalk and -3/-0. 5/5.

Wake of Vultures SC C ●● 3● VS
Flying. 1●, Sacrifice a creature: Regenerate. Wake of Vultures. 3/1.

Walking Dead SC C ●●● 1● LG
●: Regenerate Walking Dead. 1/1.

Wall of Bone SC U ●● 2● L,U,R,4th,5th
●: Regenerate Wall of Bone. 1/4.

Wall of Corpses SC C ●● 1● MG
●, Sacrifice Wall: Destroy target creature blocked by Wall. 0/2.

Wall of Putrid Flesh SC U ●● 2● LG
Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.

Wall of Shadows SC C ●● 1●● LG, CH
Damage done to Wall by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.

Wall of Tombstones SC U ● 1● LG
=the number of creatures in your graveyard. 0/1+.

Warp Artifact EA R ●● ●● L,U,R,4th,5th
Do 1 damage to target artifact's controller during upkeep.

Wave of Terror EN R ●● 2●● WL
CU: 1. At the end of your upkeep, bury each creature with casting cost equal to Wave of Terror's last paid cumulative upkeep.

Weakness EC C ●● ● L,U,R,4th,5th
Target creature loses -2/-1.

Wicked Reward INS C ●● 1● VS
Sacrifice a creature: Target creature gets +4/+2 until end of turn.

Will-O'-The-Wisp SC R ●●●● ● L,U,R,4th
Flying. ●: Regenerate Will-O'-The-Wisp. 0/1.

Withering Boon INT U ●●● 1● MG
Pay 3 life. Counter target summon spell.

Withering Wisps EN U ●●● 1●● IA
●: Do 1 damage to all creatures and players. You cannot spend more ● than the number of snow-covered swamps you control. Destroy if there are no creatures in play at end of turn.

Word of Binding SOR C ●●● X●● DK,4th
Tap X creatures.

Word of Command INS R ●● ●● L,U
Play any card from opponent's hand using his available lands.

Worms of the Earth EN R ● 2●●● DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.

ONE-STAR WONDERS



As a general rule, cards that can have their effects negated by your opponent taking a free action are not worth putting in your deck. You can't possibly base a deck around Worms of the Earth, since all your opponent has to do is pay five life to get rid of it. And if it's damage you want, how about something more versatile like a Drain Life?

Wretched, The SC R ●● 3●● LG,CH,5th
After combat, take control of all creatures blocking The Wretched. Lose control of such creatures if Wretched leaves play or your control. 2/5.

Xenic Poltergeist SC R ●●● 1●● AQ,4th,5th
●: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.

Yawgmoth Demon SC R ● 4●● AQ, CH
Flying, first strike. During your upkeep, sacrifice one of your artifacts or Yawgmoth Demon taps and does 2 damage to you. 6/6.

Zombie Master SC R ●● 1●● L,U,R,4th,5th
All zombies in play gain swampwalk and may regenerate for ●. 2/3.

Zombie Mob SC U ●●● 2●● MG
Comes into play with one +1/+1 counter for each summon card in your graveyard. Remove all of those cards from the game. 2/0.

Zombie Scavengers SC C ●●● 2● WL
Remove top card in your graveyard from the game: Regenerate. 3/1.

BLUE

Abduction EC U ●●● 2●● WL
Untap enchanted creature. Gain control of enchanted creature. If creature is put into any graveyard, put that creature into play under its owner's control.

Abjure INS C ● ● WL
Sacrifice a blue permanent: Counter target spell.

Acid Rain SOR R ●●● 3● LG
Destroy all forests in play.

Aether Storm EN U ●●● 3● HL,5th
No summon spells may be cast. Anyone may pay 4 life to bury Storm.

Air Elemental SC U ●●● 3●● L,U,R,4th,5th
Flying. 4/4.

Amnesia SOR U ●●●● 3●●● DK
Look at target player's hand. Target discards all non-land cards.

Ancestral Knowledge EN R ●●●● 1● WL
CU: 1. When Ancestral Knowledge comes into play, look at the top ten cards of your library, then remove any number of them from the game and put the rest back on top of your library in any order. If Ancestral Knowledge leaves play, shuffle your library.

Ancestral Memories SOR R ●●● 2●●● MG
Look at the top seven cards of your library. Put two of those cards into your hand and the rest into your graveyard.

• **Ancestral Recall** INS R ●●●●● ● L,U
Target player draws 3 cards.

Animate Artifact EA U ●● 3● L,U,R,4th
Target non-creature artifact becomes an artifact creature with power and toughness equaling its casting cost; target retains original abilities.

Anti-Magic Aura EC C ●● 2●● LG,5th
Destroy all enchantments on target creature. Enchant creature cannot be targeted by any other instants, sorceries, or enchantments.

Apathy EC C ●●● ● WL
Enchanted creature does not untap during its controller's untap phase. During the upkeep of enchanted creature's controller, that player may discard a card at random to untap that creature.

Apprentice Wizard SC C ●● 1●● DK,4th
●, ●: Add 3 to your mana pool. 0/1.

Arcane Denial INT C ●●●● 1●● AI
Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn. Cantrip.

Argivian Restoration SOR U ●● 2●● WL
Put target artifact card from your graveyard into play.

Arnjlot's Ascent EN C ●● 1●● IA
CU: ●, 3. Target creature gains flying until end of turn.

Avizoa SC R ●● 3●● WL
Flying. Skip your next untap phase: Avizoa gets +2/+2 until end of turn. Use this ability only once each turn. 2/2.

Awesome Presence EC C ●● ● AI
Enchanted creature can't be blocked unless defending player pays an additional 3 for each creature assigned to block it.

Azimaet Drake SC C ●● 2● MG
Flying. ●: +1/+0 until end of turn. You cannot spend more than ● in this way each turn. 1/3.

Azure Drake SC U ●●● 3●● LG,CH,5th
Flying. 2/4.

Backfire EC U ●● ● LG,4th
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.

Baki's Curse SOR R ● 2●● HL
Do 2 damage to each creature for each enchantment on that creature.

Balduvian Conjurer SC U ●● 1●● IA
●: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2.

Balduvian Shaman SC C ●● 1●● IA
●: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1. 1/1.

Bay Falcon SC C ●●● 1● MG
Flying. Attacking does not cause Bay Falcon to tap. 1/1.

Bazaar of Wonders EW R ●●●● 3●●● MG
Remove all graveyards from the game. Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Benthic Behemoth SC R ●●● 5●●● TM
Islandwalk. 7/6

Benthic Explorers SC C ●●● 3●● AI
●: Untap target tapped land an opponent controls to add one mana of any type that land produces to your mana pool. 2/4.

Betrayal EC C ●● ● VS
Play only on a creature an opponent controls. If enchanted creature becomes tapped, draw a card.

Binding Grasp EC U ●●● 3● IA,5th
Pay 1● during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.

Blue Elemental Blast INT C ●●● ● L,U,R,4th
Counter a red spell being cast or destroy a red card in play.

Boomerang INS C ●●● ●● LG,CH,MG,5th
Return target permanent to owner's hand.

• **Braingeyser** SOR R ●●●● X●● L,U,R
Target player must draw X cards.

Brainstorm INS C ●●● ● IA,5th
Draw three cards, then put any two cards from your hand on top of your library in any order.

Breath of Dreams EN U ●● 2●● IA
CU: ● Green creatures require an additional CU: 1.

Breezekeeper SC C ●●● 3● VS
Flying, phasing. 4/4.

Brine Hag SC U ● 2●● LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.

Browse EN U ●●● 2●● AI
2●●: Look at the top five cards of your library and put one of them into your hand. Remove the remaining four from the game.

Capsize INS C ●●●● 1●● TM
Buyback 3. Return target permanent to owner's hand.

Cerulean Wyvern SC U ●●● 4● MG
Flying, protection from green. 3/3.

Chain Stasis INS R ●● ● HL
Tap or untap target creature. Controller of target creature may pay 2● to have Chain Stasis tap or untap another target creature.

Chill EN U ●●● 1● TM
Red spells cost an additional 2 to play.

Chronatog SC R ●●● 1● VS
Skip your next turn: Chronatog gets +3/+3 until end of turn. Use this ability only once each turn. 1/2.

MAGIC The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Clairvoyance INS C ●● 🔵 IA
Look at target player's hand. Draw a card at beginning of next turn.
Cloak of Invisibility EC C ●●● 🔵 MG
Enchanted creature gains phasing and can only be blocked by Walls.
Clone SC U ●●● 3🔵 L,U,R
Clone acquires all characteristics, including color, of target creature. */*.
Cloud Djinn SC U ●● 2🔵 WL
Flying. Cloud Djinn can block only creatures with flying. 5/4.
Cloud Elemental SC C ●● 2🔵 VS
Flying. Cloud Elemental can block only creatures with flying. 2/3.
Control Magic EC U ●●●● 2🔵🔵 L,U,R,4th
Gain control of target creature as long as Control Magic remains on creature

Drain Power SOR R ●●● 🔵🔵 L,U,R,4th,5th
Tap opponent's lands for mana and drain all mana in his pool into yours.
Dream Cache SOR C ●●● 2🔵 MG,TM
Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.
Dream Coat EC U ●● 🔵 LG
During your upkeep you may change target creature's color.
Dream Fighter SC C ●●● 2🔵 MG
Whenever Dream Fighter blocks or is blocked by a creature, Dream Fighter and that creature phase out. 1/1.
Dream Tides EN U ●● 2🔵🔵 VS
Creatures do not untap during their controllers' untap phase. Each nongreen creature's controller may pay an additional 2 during his or her upkeep to untap that creature.
Dreams of the Dead EN U ●● 3🔵 IA
1🔵: Put a white or black creature from your graveyard into play. That creature now has CU: 2. If creature leaves play, remove it from game.
Drowned SC C ●● 1🔵 DK
🔵: Regenerates. 1/1.
Duplicity EN R ●● 3🔵🔵 TM
When Duplicity comes into play, put the top five cards of your library face down on Duplicity. During your upkeep, you may exchange all the cards in your hand for the cards on Duplicity. At the end of your turn, discard a card. If you lose control of Duplicity, put all cards on it into owner's graveyard.

KILLED COMBOS





Basalt Monolith and Relic Bind: The combo is painfully easy: Slap the Relic Bind on your Basalt Monolith, tap it for three mana, use the mana to untap the Monolith, repeat as necessary. The folks at WotC went into conniptions trying to figure out how to fix this, ultimately slashing the usefulness of Relic Bind by limiting it to artifacts your opponent controls.

Copy Artifact EN R ●●●●● 1🔵 L,U,R
Duplicate any artifact in play. Treat as both an enchantment and an artifact.
Coral Fighters SC U ●● 1🔵 MG
If Fighters attacks and is not blocked, look at top card of defender's library. You may put that card on the bottom of the library. 1/1.
Coral Reef EN C ●● 1🔵 HL
Put 4 polyp counters on Reef. 2: Sacrifice an island for 2 polyps. 🔵: Place a +0/+1 counter on a blue creature you control. Remove 1 polyp.
Counterspell INT C ●●●●● 🔵🔵 L,U,R,4TH,IA,5th,TM
Counter target spell as it is being cast.
Creature Bond EC C ●● 1🔵 L,U,R,4th
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.
Dance of Many EN R ●●● 🔵🔵 DK,CH,5th
Put a token creature in play and treat it as a duplicate of target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay 🔵🔵 during upkeep or destroy Dance of Many.
Dandan SC C ●● 🔵🔵 AN,CH,5th
Islandhome. 4/1.
Daring Apprentice SC R ●●● 1🔵🔵 MG
🔵, Sacrifice Daring Apprentice: Counter target spell. 1/1.
Dark Maze SC C ●● 1🔵 HL,5th
1: Can attack this turn. At the end of turn, remove Maze from the game. Dark Maze cannot attack the turn it comes under your control.
Deep Spawn SC U ●● 3🔵🔵 FE
Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Spawn 🔵: Spawn may not be target of spells or effects until end of turn. Tap Spawn if it was untapped. Does not untap as normal during your next untap. 6/6.
Deep Water EN C ● 1🔵 DK
1: All mana-producing lands under your control produce 🔵 until end of turn instead of their usual mana.
Deflection INT R ●●●● 2🔵 IA,5th
Target spell with one target now targets a legal target of your choice.
Desertion INT R ●●●● 3🔵🔵 VS
Counter target spell. If that spell is an artifact or summon spell, put that card into play under your control as though it were just played.
Devouring Deep SC C ●● 2🔵 LG
Islandwalk. 1/2.
Diminishing Returns SOR U ●●●● 2🔵🔵 AI
Each player shuffles his hand and graveyard into his library. You remove the top 10 cards from game. Each player draws up to 7 cards.
Dismiss INT U ●●●● 2🔵🔵 TM
Counter target spell. Draw a card.
Disrupt INS C ●● 🔵 WL
Counter target instant, interrupt, or sorcery spell unless its caster pays an additional 1. Draw a card.
Dissipate INT U ●●●● 1🔵🔵 MG
Counter target spell. Remove that card from the game.
Dralnu's Restoration SOR C ●● 🔵 AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his library in any order.

Elder Spawn SC R ● 3🔵🔵🔵 LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.
Electric Eel SC U ●● 🔵 DK
🔴🔴: +2/+0 and Eel does 1 damage to you. 1/1.
Enchantment Alteration INS U ●●● 🔵 LG, CH
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change.
Energy Flux EN U ●●● 2🔵 AQ,R,4th,5th
Each artifact requires 2 during upkeep or it must be destroyed.
Energy Tap SOR C ●● 🔵 LG,4th
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.
Energy Vortex EN R ●● 3🔵🔵 MG
At the beginning of your upkeep, remove all counters from Vortex. During target opponent's upkeep, he pays 1 for each counter on Vortex, or he takes a grand total of 3 damage. X: Put X counters on Vortex. Use this ability only during your upkeep.
Enervate INS C ●● 1🔵 IA,5th
Tap target creature, land, or artifact. Cantrip.
Erosion EL C ●● 🔵🔵 DK,4th
Destroy target land unless controller pays 1 or pays 1 life during upkeep.
Errant Minion EC C ●● 2🔵 IA
During target creature's controller's upkeep, Errant Minion deals 2 damage to him. He may pay 1 for each damage he wishes to prevent.
Ertai's Familiar SC R ●● 1🔵 WL
Phasing. If Ertai's Familiar leaves play, place the top 3 cards of your library into your graveyard. 🔵: Ertai's Familiar cannot phase out until the beginning of your next upkeep. 2/2.
Ertai's Meddling INT R ●●●● 2🔵 TM
When target spell is successfully cast, put X delay counters on it. X cannot be 0. During each upkeep of that spell's caster, remove a delay counter from the spell. If the spell has no delay counters on it, it resolves.
Escaped Shapeshifter SC R ●●● 3🔵🔵 TM
As long as your opponent controls any creatures with flying, Escaped Shapeshifter gains flying. The same is true for first strike, trample, and protection from any color. 3/4.
Essence Flare EC C ●●● 🔵 IA
Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.
Ether Well INS U ●●● 3🔵 MG
Put target creature on top of owner's library. If that creature is red, you may choose to put it on the bottom of owner's library instead.
False Demise EC U ●●● 2🔵 AI
If enchanted creature is put into the graveyard, return that creature to play under your control as though it were just cast.
Feedback EE U ●● 2🔵 L,U,R,4th,5th
Do 1 damage to controller of target enchantment during upkeep.
Field of Dreams EW R ●●● 🔵 LG
The top card in every library must always be face up.
Fighting Drake SC U ●● 2🔵🔵 TM
Flying. 2/4.

Fishliver Oil EC C ●● 3🔵 AN, CH
Give target creature islandwalk.
Flash INS R ●●● 3🔵 MG
Put a creature from your hand into play. Pay the creature's casting cost reduced by up to 2. If you cannot, bury the creature.
Flash Counter INT C ●●● 2🔵 LG
Counter target interrupt or instant spell.
Flash Flood INS C ● 🔵 LG, CH
Destroy target red permanent or return target mountain to owner's hand.
Flight EC C ●●● 🔵 L,U,R,4th,5th
Target creature now has flying.
Flood EN C ●●● 🔵 DK,4th,5th
🔵🔵: Tap target non-flying creature.
Flooded Shoreline EN R ●● 🔵🔵 VS
🔵🔵, Return two islands you control to owner's hand: Return target creature to owner's hand.
Floodgate SC U ●●● 3🔵 MG
If Floodgate gains flying, bury it. If it leaves play, it deals to each non-blue, non-flying creature 1 damage for each 2 islands you have. 0/5.
Flux SOR C ●●● 2🔵 WL
Each player chooses and discards any number of cards, then draws that many cards. Draw a card.
Flying Men SC C ●●● 🔵 AN
Flying. 1/1.
Fog Elemental SC C ●●● 2🔵 WL
Flying. If Elemental attacks or blocks, bury it at end of combat. 4/4.
Force of Will INT U ●●●●● 3🔵🔵 AI
You may pay one life and remove a blue card in your hand from game instead of paying Force of Will's casting cost. Counter target spell.
Force Spike INT C ●● 🔵 LG,5th
Counter target spell unless its caster spends 1.
Force Void INT U ● 2🔵 IA
Counter target spell unless its caster spends 1. Cantrip.
Foreshadow INS U ●● 1🔵 VS
Name a card. Put the top card from target opponent's library into his or her graveyard. If that card is the one named, draw the card. Draw a card at the beginning of the next turn's upkeep.
Foresight SOR C ● 1🔵 AI
Search your library for any three cards and remove them from the game. Draw a card at the beginning of the next turn's upkeep.
Forget SOR R ●● 🔵🔵 HL,5th
Target player discards two cards and then draws two cards.
Fylamarid SC U ●●● 1🔵🔵 TM
Flying. Fylamarid cannot be blocked by blue creatures. 🔵: Target creature is blue until end of turn. 1/3.
Gaseous Form EC C ●● 2🔵 LG,4th,5th,TM
Target creature deals nor receives damage in combat.
Ghost Ship SC U ●●● 2🔵🔵 DK,4th
Flying. 🔵🔵🔵: Regenerates. 2/4.
Giant Albatross SC C ●● 1🔵 HL
Flying. 1🔵: Bury all creatures that damaged Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Use only when Albatross dies. 1/1.
Giant Crab SC C ●● 4🔵 TM
🔵: Until end of turn, Crab cannot be the target of spells or abilities. 3/3
Giant Oyster SC U ●●● 2🔵🔵 HL
You may leave Oyster tapped. 🔵: Target tapped creature doesn't untap as normal as long as Oyster is tapped. During upkeep, place a -1/-1 counter on creature. If Oyster leaves play, all counters are discarded. 0/3.
Giant Shark SC C ● 3🔵 DK
Islandhome. When Shark blocks or is blocked by a creature that has been damaged this turn, Shark gets +2/+0 and trample until end of turn. 4/4.
Giant Tortoise SC C ●● 1🔵 AN,4th
+0/+3 while untapped. 1/1.
Glacial Wall SC U ●● 2🔵 IA,5th
0/7.
Glyph of Delusion INS C ● 🔵 LG
Put X counters on target creature blocked by a wall, where X is the power of the creature. Creature does not untap as normal while it has any counters on it. Remove a counter during its controller's upkeep.
Hakim, Loreweaver SL R ●●● 3🔵🔵 MG
Flying. 🔵🔵: Put target creature enchantment from your graveyard on Hakim. Use only during your upkeep and only if there are no enchantments on Hakim. 🔵🔵, 🔵: Destroy all enchantments on Hakim. 2/4.
Harmattan Efreet SC U ●●● 2🔵🔵 MG
Flying. 1🔵🔵 Target creature gains flying until end of turn. 2/2.
High Tide INS C ● 🔵 FE
All islands produce another 🔵 until end of turn.
Homarid SC C ● 2🔵 FE
Put a counter on Homarid when it comes into play and during upkeep. Homarid gets -1/-1 if it has 1 counter and +1/+1 if it has 3 counters. Remove all counters when there are 4 counters on Homarid. 2/2.
Homarid Shaman SC R ●●● 2🔵🔵 FE
🔵: Tap target green creature. 2/1.
Homarid Spawning Bed EN U ●●● 🔵🔵 FE
1🔵🔵: Sacrifice a blue creature to put X Camarids, 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.
Homarid Warrior SC C ●● 1🔵 FE,5th
🔵: Warrior may not be the target of spells or effects until end of turn. Tap Warrior. It does not untap as normal during your next untap. 3/3.
Horned Turtle SC C ●● 2🔵 TM
1/4.
Hurkyl's Recall INS R ●●● 1🔵 AQ,R,4th,5th
Return all artifacts in play controlled by target player to owner's hand.
Hydroblast INT C ●●● 🔵 IA,5th
Counter a spell being cast or destroy a red permanent if it's red.
Iceberg EN U ●● X🔵🔵 IA
Put X counters on Iceberg when it comes into play. 1: Put a counter on Iceberg. 1: Remove a counter to add 1 to your mana pool.
Icy Prison EN R ●● 🔵🔵 IA
Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.
Illusionary Forces SC C ●● 3🔵 IA
Flying. CU: 🔵. 4/4.
Illusionary Presence SC R ●● 1🔵🔵 IA
CU: 🔵. During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2.
Illusionary Terrain EN U ●●● 🔵🔵 IA
CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.

Illusionary Wall SC C ●● {3}{U} IA
Flying, first strike. CU: {U}. 7/4.

Illusions of Grandeur EN R ●● {3}{U} IA
CU: {2}. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life

Impulse INS C ●● {1}{U} VS
Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library.

In the Eye of Chaos EW R ● {2}{R} LG
Counter all instants and interrupts unless caster pays an extra {R}, where X is the cost of the spell being cast.

Infuse INS C ● {3}{U} IA
Untap target artifact, creature or land. Contrip.

Insight EN U ●●● {3}{U} TM
Whenever target opponent successfully casts a green spell, draw a card

Inspiration INS C ●● {3}{U} VS
Target player draws two cards.

Interdict INT U ●● {1}{U} TM
Counter target artifact, creature, enchantment, or land ability requiring an activation cost. Abilities of that permanent cannot be played again this turn. Draw a card.

Intuition INS R ●●●● {2}{U} TM
Search your library for any three cards and reveal them to target opponent. He or she chooses one. Put that card into your hand and the rest into your graveyard. Shuffle your library afterwards.

Invisibility EC C ●●● {1}{U} ◦ L,U

Target creature may only be blocked by walls.

Invoke Prejudice EN R ●●● {1}{U}{U}{U} LG
Counter an opponent's summon spell of a color different from one of your creatures unless he pays an extra {X}, where X is the cost of the spell.

Island Fish Jasconius SC R ●● {4}{U}{U}{U} AN,R,4th
Islandhome. Pay {U}{U}{U} during upkeep to untap. 6/8.

Jinx INS C ●● {U} HL
Target land becomes basic land of your choice until end of turn. Contrip.

Jolt INS C ●● {2}{R} MG
Tap or untap target artifact, creature or land. Contrip.

Jump INS C ●● {U} L,U,R,4th
Target creature has flying until end of turn.

Juxtapose SOR R ●●● {3}{U} LG,CH,5th
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts.

Knight of the Mists SC C ●●● {2}{B} VS
Flanking. When Knight comes into play, pay {B} or bury target Knight. 2/2.

Krovikan Sorcerer SC C ●●● {2}{B} IA,5th
{T}: Discard a card from your hand and draw a card. If you discarded a black card, draw 2 cards, keeping one and discarding the other. 1/1

Kukemssa Pirates SC R ●●● {3}{U} MG
If Pirates are not blocked, you may have them do no damage this turn and gain control of target artifact the defending player controls. 2/2

Kukemssa Serpent SC C ●●● {3}{U} MG
Islandhome. {U}, Sacrifice an island: Target land an opponent controls is an island until end of turn. 4/3.

Labyrinth Minotaur SC C ●● {3}{U} HL,5th
Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. 1/4.

Land Equilibrium EN R ●●●● {2}{U}{U} LG
If opponent has at least as much land in play as you, he must sacrifice a land for each new one he puts into play.

Lat-Nam's Legacy INS C ●● {1}{U} AI
Choose a card from your hand and shuffle that card into your library to draw two cards at beginning of the next turn's upkeep.

Legacy's Allure EN U ●●● {3}{U}{U} TM
During your upkeep, you may put a treasure counter on Legacy's Allure. Sacrifice Legacy's Allure: Permanently gain control of target creature with power no greater than the number of treasure counters on Legacy's Allure.

Legerdemain SOR U ●●● {2}{U}{U} TM
Permanently exchanged control of target artifact or creature for control of target permanent of the same type.

Leviathan SC R ●● {3}{U}{U}{U}{U}{U} DK,4th,5th
Trample. Enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack. 10/10.

Library of Lat-Nam SOR R ●●●● {2}{U} AI
Opponent chooses: You draw three cards at the beginning of the next turn's upkeep or you search your library for a card.

Lifetap EN U ●●● {3}{B} L,U,R,4th,5th
Gain 1 life whenever opponent taps a forest.

Lord of Atlantis SC R ●● {3}{U} L,U,R,4th,5th
All Merfolk in play gain islandwalk and +1/+1. 2/2.

Magical Hack INT R ●● {U} L,U,R,4th,5th
Change the text of a card being played or in play by switching one basic land type with another.

Magus of the Unseen SC R ●●●● {3}{B} IA,5th
{B}{B}, {T}: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it is unaffected by summoning sickness. Artifact returns to its owner tapped at end of turn. 1/1

Mahamati Djinn SC R ●●●● {2}{U}{U}{U} L,U,R,4th
Flying. 5/6.

Man-o'-War SC C ●● {3}{U} VS
When Man-o'-War comes into play, return target creature to owner's hand. 2/2.

Mana Chains EC C ●● {U} WL
Enchanted creature gains "Cumulative upkeep: {U}."

Mana Drain INT U ●●●●● {U}{U} LG
Counter target spell. At the beginning of your next main phase, add to your mana pool colorless mana equal to casting cost of spell.

Mana Severance SOR R ●●● {3}{B} TM
Search your library for any number of land cards and remove them from the game. Shuffle your library afterwards.

Mana Short INS R ●●● {3}{U}{U} L,U,R,4th
All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.

Mana Vortex EN R ●● {3}{B}{B} DK
Sacrifice a land when casting Vortex. All players must sacrifice a land during upkeep. Vortex is destroyed when there are no lands in play.

Manta Ray SC C ●● {3}{U}{U} WL
Islandhome. Cannot be blocked except by blue creatures. 3/3.

Manta Riders SC C ●●● {U} TM
{U}: Manta Riders gains flying until end of turn. 1/1.

Marjhan SC R ●● {5}{U}{U} HL
Islandhome. Does not untap as normal. {U}{U}: Sacrifice a creature to untap Marjhan. Use only during your upkeep. {U}{U}: -1/-0 until the end of turn. Do 1 damage to target attacking creature without flying. 8/8.

Mawcor SC R ●●● {3}{B}{B} TM
Flying. {B}: Mawcor deals 1 damage to target creature or player. 3/3.

Meddle INT U ●●●● {3}{U} MG
Target spell, which targets a single creature, targets another creature of your choice instead. The new target must be legal

Meditate INS R ●●●● {2}{U} TM
Skip your next turn: Draw four cards.

Memory Lapse INT C ●● {1}{U} HL,MG,5th
Counter target spell. Put that spell on top of its owner's library.

Merchant Scroll SOR C ●●● {1}{U} HL
Search your library for a blue instant or interrupt and add it to your hand.

Merchant Ship SC R ●● {4} AN
Islandhome. Gain two life if Merchant Ship attacks and is not blocked. 0/2.

Merfolk Assassin SC U ●●● {2}{B} DK
{B}: Destroy target creature that has islandwalk. 1/2.

Merfolk of the Pearl Trident SC C ● {U} L,U,R,4th,5th
1/1.

Merfolk Raiders SC C ●●● {1}{U} MG
Phasing, islandwalk. 2/3.

Merfolk Seer SC C ●● {2}{U} MG
{U}{U}: Draw a card. Use this ability only when Merfolk Seer is put into the graveyard from play and only once. 2/2.

Merfolk Traders SC C ●● {3}{U} WL
When Merfolk Traders comes into play, draw a card, then choose and discard a card. 1/2.

Merseine EC C ●● {2}{U}{U} FE
Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove a counter.

Mesmeric Trance EN R ●● {3}{U}{U} IA
CU: {U}, {T}: Discard a card from your hand to draw a card.

Mind Bend INS U ●●●● {U} MG
Change the text of target permanent by replacing all instances of one color word or basic land type with another.

Mind Bomb SOR U ●● {U} DK,4th,5th
Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.

Mind Harness EC U ●●● {U} MG
CU {U}. Gain control of target red or green creature.

Mistfolk SC C ●● {U}{U} IA
{U}: Counter any spell that targets Mistfolk. 1/2.

Mist Dragon SC R ●●● {4}{U}{U} MG
{U}: Flying. {U}: Loses Flying. {3}{U}{U}: Mist Dragon phases out. 4/4.

ONE-STAR WONDERS



This obscure enchant world could have ranked as high as a three—if it were the right color. Why would blue, the color that thrives on interrupts, want to hose itself? While there are certain blue decks where the ability could be useful, don't you think this "chaos" card would have been more appropriate if it had been, um, RED?

Mnemonic Sliver SC U ●●● {2}{B} TM
Each Sliver gains "{B}, Sacrifice this creature: Draw a card." 2/2.

Musician SC R ●● {2}{B} IA
CU: {T}, {B}: Put a counter on target creature. During its controller's upkeep, he pays {B} for each counter or the creature is destroyed. 1/1.

Mystical Tutor INS U ●●●● {U} MG
Search your library for an instant, interrupt, mana source, or sorcery and reveal that card to all players. Put the card back on top of your library.

Mystic Decree EW R ●●● {3}{B}{B} HL
All creatures lose flying and islandwalk.

Mystic Might EL R ● {U} IA
CU: {1}{B}, {T}: Top land to give a creature +2/+2 until end of turn.

Mystic Remora EN C ●●● {U} IA
CU: {1}. You may draw a card whenever target opponent successfully casts a non-creature spell. Opponent may pay {4} to counter this effect

Mystic Veil EC C ●●● {1}{U} VS
You may play Mystic Veil as an instant; if you do, bury it at end of turn. Enchanted creature cannot be the target of spells or effects.

Narwhal SC R ●● {2}{U}{U} HL
First strike, Protection from red. 2/2.

Noble Benefactor SC U ●●● {2}{U} WL
If Benefactor is put into any graveyard from play, each player may search his or her library for one card and put that card into his or her hand. 2/2.

Old Man of the Sea SC R ●●● {1}{U}{U} AN
{T}: Gain control of creature with power less than or equal to the Old Man's power. You may choose not to untap Old Man during your untap phase. You lose control of target creature if Old Ma becomes untapped or if its power becomes greater than the Old Man's power. 2/3.

Ophidian SC U ●●●● {2}{U} WL
{1}: Draw a card. Ophidian deals no combat damage this turn. Use this ability only if Ophidian is attacking and only once each turn. 1/3.

Ovinomancer SC U ●● {2}{B} VS
When Ovinomancer comes into play, return three basic lands you control to owner's hand or bury Ovinomancer. {T}, Return Ovinomancer to owner's hand: Bury target creature and put a Sheep token into play under the control of the creature's controller. Treat this token as a 0/1 green creature. 0/1.

Paradigm Shift SOR R ●● {3}{U} WL
Remove all cards in your library from the game. Shuffle your graveyard into your library.

Part Water SOR U ●● {X}{U} LG
Give X target creatures islandwalk until end of turn.

Penarell Mists EN R ●● {3}{U} WL
Each creature gains "During your upkeep, pay {3} or bury this creature."

Phantasmal Forces SC U ●● {3}{U} L,U,R,4th,5th
Flying. Pay {4} during upkeep or card is destroyed. 4/1.

Phantasmal Mount SC U ●●● {3}{U} IA
Flying. {T}: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.

Phantasmal Sphere SC C ●● {3}{U} AI
Flying. At the beginning ofyour upkeep, put a +1/+1 counter on Sphere. During your upkeep, pay {3} for each counter or bury Sphere. If Sphere leaves play, put an Orb token into play under your opponent's control. Treat this token as a "/" blue creature with flying, where * is equal to the number counters on Sphere. 0/1.

Phantasmal Terrain EL C ●●● {2}{U} L,U,R,4th,5th
Target land switches to any basic land type chosen by caster.

Phantom Monster SC U ●●● {3}{U} L,U,R,4th,5th
Flying. 3/3.

Phantom Warrior SC U ●●●● {2}{U}{U} WL
Phantom Warrior is unblockable. 2/2.

Phantom Wings EC C ●●● {2}{U} WL
Enchanted creature gains flying. Sacrifice Phantom Wings: Return enchanted creature to owner's hand.

Pirate Ship SC R ●●● {4}{B} L,U,R,4th,5th
Islandhome. {B}: Do 1 damage to any target. 4/3.

Polar Kraken SC R ●●● {3}{U}{U}{U} IA
Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.

Political Trickery SOR R ●●●● {2}{U} MG
Exchange control of one of your lands for one of opponent's lands.

Polymorph SOR R ●●● {3}{U} MG
Bury target creature. That creature's controller reveals cards from the top of his or her library until a creature card is revealed and then puts that creature into play under his or her control as though it were just played. The player shuffles all other revealed cards into his or her library.

Portent SOR C ●●● {U} IA,5th
You may look at the top three cards of one player's library. Either shuffle that library or put the cards back on top in any order. Contrip

Power Artifact EA U ●● {2}{U} AQ
Reduce the activation cost of a target artifact by {2} to a minimum of {1}.

Power Leak EE C ● {1}{B} L,U,R,4th
Enchantment's controller must pay {2} during upkeep or Power Leak does 1 damage to him for each unpaid mana.

Power Sink INT C ●●●● {X}{U} L,U,R,4TH,IA,MG,5th,TM
Counter target spell unless its caster spends {X}. Spell's caster must spend all mana from lands and mana pool until X is met.

Precognition EN R ●●● {3}{U} TM
During your upkeep, you may look at the top card of target opponent's library. You may then put that card on the bottom of his or her library.

Prismatic Lace INS R ●●● {U} MG
Target permanent becomes the color(s) of your choice.

Prodigal Sorcerer SC C ●●● {2}{B} L,U,R,4th,5th
{T}: Do 1 damage to any target. 1/1.

Propaganda EN U ●● {2}{U} TM
Each turn, each creature cannot attack unless its controller pays an additional {2} for that creature.

Prosperity SOR U ●●● {X}{U} VS
Each player draws {X} cards.

Psionic Blast INS U ●●●● {2}{U} L,U
Do 4 damage to any target and 2 damage to you.

Psionic Entity SC R ●● {3}{B} LG,4th
{T}: Do 2 damage to any target and 3 damage to itself. 2/2.

Psychic Allergy EN R ●● {3}{U}{U} DK
Choose a color when cast. Do 1 damage for each card of this color an opponent controls during his upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.

Psychic Purge SOR C ●● {U} LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.

Psychic Transfer SOR R ●● {3}{U} MG
Compare your life total with target player. If the difference is 5 or less and you have at least 1 life, exchange life totals with that player.

Psychic Venom EL C ●● {U}{B} L,U,R,4th,5th
Do 2 damage to target land's controller whenever the land is tapped.

Psychic Vortex EN R ●●● {2}{U}{U} WL
CU: Draw a card. At the end of each of your turns, sacrifice a land and discard your hand.

Key

● Restricted
● Banned
● Banned in Type 1.5 only
● Banned in Extended only

ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

MAGIC The Gathering®

players guide

Puppet Master EC U •• ●●● LG, CH
If creature goes to the graveyard, return it to its owner's hand. You may pay ●●● to return Master to its owner's hand if this happens.

Rainbow Efreet SC R ●●● ●● VS
Flying. ●●: Rainbow Efreet phases out. 3/1.

Ray of Command INS C ●●● ●● IA,MG,5th
Untap target creature controlled by opponent and take control of it until end of turn. Creature is unaffected by summoning sickness.

Ray of Erasure INS C • ● IA
Target player pust the top card of his library in his graveyard. Contrip.

Reality Ripple INS C •• ●● MG
Target artifact, creature, or land phases out.

Reality Twist EN R •• ●●● IA
CU: ●●● Instead of their normal mana, plains produce ●, swamps produce ●, mountains produce ✱, and forests produce ●.

• **Recall** SOR U ●●●● ✱✱● LG,CH,5th
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.

Reconstruction SOR C ●●● ● AQ,R
Bring an artifact from your graveyard into your hand.

Reef Pirates SC C •• ●●● HL,5th
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2.

Relearn SOR U ●● ●●● WL
Return target instant, interrupt, or sorcery from your graveyard to your hand.

Relic Bind EA R •• ●● LG,4th
Play on one of your opponent's artifacts. When target artifact is tapped, you may do 1 damage or give 1 life to any player.

Remove Soul INT C ●●● ●● LG,CH,5th
Counter target summon spell.

Reset INT U •• ●● LG
Untap all your lands. May only be played during opponent's turn.

Reveka, Wizard Savant SL R •• ●●● HL
●: Do 2 damage to any target. Reveka does not untap next turn. 0/1.

Reverberation INS R ●●● ●●● LG
Redirect damage from a sorcery to its caster.

Riptide INS C • ● DK
Tap all blue creatures.

River Merfolk SC R ●●● ●● FE
●: Give River Merfolk mountainwalk until end of turn. 2/1.

Rootwater Diver SC U •• ● TM
●, Sacrifice Rootwater Diver: Return target artifact card from your graveyard to your hand. 1/1.

Rootwater Hunter SC C ●●● ●● TM
●: Rootwater Hunter deals 1 damage to target creature or player. 1/1.

Rootwater Matriarch SC R ●●● ●●● TM
●: Gain control of target creature as long as that creature has any enchantments on it. 2/3.

Rootwater Shaman SC R ●●● ●● TM
You may play creature enchantments whenever you could play an instant. 2/2.

Sage of Lat-Nam SC C •• ●● AQ
●, Sacrifice an artifact: Draw a card.1/1.

Sage Owl SC C ●●● ●● WL
Flying. When Sage Owl comes into play, look at the top four cards of your library and put them back in any order. 1/1.

Sandbar Crocodile SC C ●●● ●● MG
Phasing. 6/5.

Sapphire Charm INS C ●●● ● MG
Choose one—Target player draws a card at the beginning of the next turn's upkeep; or target creature an opponent controls phases out; or target creature gains flying until end of turn.

Sea King's Blessing INS U • ● LG
Change color of any number of target creatures to blue until end of turn.

Sea Monster SC C •• ●●● TM
Monster cannot attack unless defending player controls any islands. 6/6.

Sea Scryer SC C •• ●● MG
●: Add ● to your mana pool. ●, ●: Add ● to your mana pool. 1/1.

Sea Serpent SC C • ●● LG,R,4th,5th
Islandhome. 5/5.

Sea Spirit SC U •• ●● IA,5th
●: +1/+0 until end of turn. 2/3.

Sea Sprite SC U ●●● ●● HL,5th
Flying. Protection from red. 1/1.

Sea Troll SC U • ●● HL
●: Regenerate. Use this ability only during a turn in which Sea Troll was blocked or in which Sea Troll blocked a creature. 2/1

Seasinger SC U •• ●●● FE,5th
Islandhome ●: Gain control of target creature if its controller controls at least one island. You lose control of creature if Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped during your untap phase. 0/1.

Segovian Leviathon SC U ●●● ●● LG,4th,5th
Islandwalk. 3/3.

Serendib Djinn SC R •• ●●● AN
Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.

◦ **Serendib Efreet** SC R ●●●●● ●● AN,R
Flying. Does 1 damage to you during upkeep. 3/4.

Shadow Rift INS C •• ● TM
Target creature gains shadow until end of turn. Draw a card

Shaper Guildmage SC C ●●● ● MG
✱, ●: Target creature gets first strike ✱, ●: Target creature gets +1/+0.

Shimmer EN R ●●● ●●● MG
When you play Shimmer, pick a land type. Those lands gain phasing

Shimmering Efreet SC U •• ●● VS
Flying, phasing. When Efreet phases in, target creature phases out. 2/2.

Shimmering Wings EC C •• ● TM
Enchanted creature gains flying. ●: Return Wings to owner's hand.

Shrieking Drake SC C •• ● VS
Flying. When Shrieking Drake comes into play, return a creature you control to owner's hand. 1/1.

Shyft SC R •• ●● IA
During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.

Sibilant Spirit SC R ●●●● ●● IA,5th
Flying. When Spirit attacks, defending player may draw a card. 5/6.

Silhouette INS U • ●● LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it.

Silver Erne SC U •• ●● IA
Flying, trample. 2/2.

Sindbad SC U •• ●● AN,4th
●: Draw a card. If it is not a land, discard it. 1/1.

Siren's Call INS U •• ● L,U,R,4th
All of opponent's creatures that can attack must, or die at end of turn.

Skyshroud Condor SC U • ●● TM
Flying. You cannot play Skyshroud Condor unless you have successfully cast another spell this turn. 2/2.

Sleight of Mind INT U ●●●● ● L,U,R,4th,IA,5th
Change the text of a card being played or in play by switching one color word with another.

Snow Devil EC C •• ●● IA
Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.

Snowfall EN C • ●● IA
CU: ● Islands may produce an addition ● when tapped for mana. Snow-covered islands may produce either an additional ●● or an additional ● when tapped for mana. This mana is usable only for cumulative upkeep.

Soar EC C ●●● ●● MG
You may choose to play Soar as an instant; if you do, bury it at the end of turn. Enchanted creature gets +0/+1 and gains flying.

Soldevi Heretic SC C • ●● AI
✱, ●: Prevent up to two damage to any creature. Target opponent may draw a card. 2/2.

Soldevi Machinist SC U •• ●● IA
●: Add ● to mana pool. Use only for artifact activation costs. 1/1.

Soldevi Sage SC C •• ●● AI
●: Sacrifice two lands to draw 3 cards. Discard one of those cards. 1/1.

Soul Barrier EN U •• ●● IA,5th
Target opponent takes 2 damage whenever he casts a summon spell. That player may pay ● to prevent this damage.

Spectral Cloak EC U ●●● ●● LG
Creature cannot be targeted by spells or fast effects unless it is tapped

Spell Blast INT C ●●● ✱● L,U,R,4th,5th,TM
Counter target spell; X is the casting cost of target spell.

Spiny Starfish SC U •• ●● AI
●: Regenerate Spiny Starfish and put a Starfish token into play at end of turn. Treat these tokens as 0/1 blue creatures. 0/1.

Stasis EN R ●●● ●● L,U,R,4th,5th
Players don't get an untap phase. Pay ● during upkeep or bury Stasis

Steal Artifact EA U ●●● ●●● L,U,R,4th,5th
Take control of target artifact.

Steal Enchantment EE U ●●● ●● TM
Gain control of target enchantment.

Stinging Licid SC U •• ●● TM
●, ●: Licid loses this ability and becomes a creature enchantment that reads "Whenever enchanted creature becomes tapped, Stinging Licid deals 2 damage to that creature's controller" instead of a creature. Move Stinging Licid onto target creature. You may pay ● to end this effect. 1/1.

Storm Crow SC C •• ●● AI
Flying 1/2.

Storm Elemental SC U ●●● ●● AI
Flying. ●: Remove top card of your library from the game to top target flying creature. ●: Remove top card of your library from the game. If it is a snow-covered land, Storm Elemental gets +1/+1 until end of turn. 3/4.

Suffocation INS U •• ●● AI
Play only when a red spell deals damage to you. Do 4 damage to that spell's caster. Contrip.

Sunken City EN C ●●● ●● DK,4th
All blue creatures gain +1/+1. Pay ●● during upkeep or destroy City.

Suq'Ata Firewalker SC U ●●● ●●● MG
Suq'Ata Firewalker cannot be the target of red spells or effects. ●: Suq'Ata Firewalker deals 1 damage to target creature or player 0/1

Svyelunite Priest SC U •• ●● FE
●●, ●: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.

Tangle Kelp EC U • ● DK
Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.

Tanwha SL R ●●●● ●●● MG
Phasing, Trample. At the beginning of your upkeep, all lands you control phase out. 7/7.

Teferi's Curse EP C •• ●● MG
Play only on an artifact or creature. Enchanted permanent gains phasing.

Teferi's Drake SC C •• ●● MG
Flying, phasing. 3/2.

Teferi's Imp SC R ●●● ●● MG
Flying, Phasing. When Teferi's Imp phases out, choose and discard a card When Teferi's Imp phases in, draw a card. 1/1.

Teferi's Realm EW R •• ●●● VS
At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands, or glob. enchantments. All cards of type phase out.

Teferi's Veil EN U ●●● ●● WL
When one of your creatures attacks, it phases out at end of combat.

Telekinesis INS R •• ●● LG
Target creature becomes tapped and deals no damage this turn.It does not untap normally during its controller's following two untap phases.

Teleport INS R ●●● ●●● LG, CH
Target creature may not be blocked this turn.

Thalakos Dreamsower SC U ●●● ●● TM
Shadow. You may choose not to untap Thalakos Dreamsower during your untap phase. If Thalakos Dreamsower damages any opponent, tap target creature. As long as Thalakos Dreamsower remains tapped, that creature does not untap during its controller's untap phase. 1/1.

Thalakos Merfolk SC C ●●● ●● TM
Shadow. ●: Put Thalakos Merfolk on top of owner's library. 2/1.

Thalakos Seer SC C •• ●● TM
Shadow. If Thalakos Seer leaves play, draw a card. 1/1.

Thalakos Sentry SC C •• ●● TM
Shadow. 1/2.

Thirst EC C ●●● ●● MG
Tap enchanted creature. During your upkeep, pay ● or bury Thirst. Enchanted creature does not untap during its controller's untap phase.

Thought Lash EN R • ●●● AI
CU: Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash. ●: Remove the top card of your library from game to prevent one damage to you.

Thoughtlace INT R • ● L,U,R,4th
Change the color of a card being played or already in play to blue.

Three Wishes INS R ●●● ●●● VS
Take the top three cards from your library, look at them, and set them aside face down. You may play those cards as though they were in your hand. At the beginning of your next turn, bury any of those cards not played.

Thunder Wall SC U •• ●●● IA
Flying. ●: +1/+1 until end of turn. 0/2.

Tidal Control EN R •• ●●● AI
CU: ●. Anyone may pay ● or two life to counter a red or green spell.

Tidal Flats EN C • ● FE
●●: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay one for each attacking creature to prevent this effect.

Tidal Influence EN U •• ●● FE
Put 1 counter on Tidal Influence when casting it and during upkeep. When there is one counter on Tidal Influences, all blue creatures get -2/-0. When there are 3 counters, all blue creatures get +2/+0. Remove all counters when there are four on Tidal Influence.

Tidal Wave INS U ●●● ●● MG
Put a Wave token into play. Treat this token as a 5/5 blue creature that counts as a Wall. Bury the token at end of any turn.

Time and Tide INS U •• ●● VS
All creatures phased out phase in and all creatures with phasing phase out.

Time Ebb SOR C •• ●● TM
Put target creature on top of owner's library.

Time Elemental SC R ●●● ●● LG,4th,5th
●●●, ● Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.

• **Time Walk** SOR R ●●●●● ●● L,U
Take an extra turn immediately after this one.

Time Warp SOR R ●●●●● ●●● TM
Target player takes an extra turn after this one

• **Timetwister** SOR R ●●●●● ●● L,U
Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.

KILLED COMBOS





Mishra's Factory and Unstable Mutation: Ah, the days…back when creature enchantments just hung around forever, even if their targets stopped being creatures. Why, when we were wee lads, you could have a 5/5 assembly worker every turn that never got -1/-1 counters. Now you can't even play with Factories in most tournaments. Where has all the magic gone?

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Timid Drake SC U •• 2U WL
Flying. If a creature comes into play, return Timid Drake to owner's hand. 3/3.
Tolarian Drake SC C • 2U WL
Flying, phasing. 2/4.
Tolarian Entrancer SC R •• 1U WL
Whenever Tolarian Entrancer is blocked by any creature, gain control of that creature at end of combat. 1/1.
Tolarian Serpent SC R •• 5UU WL
During your upkeep, put the top seven cards of your library into your graveyard. 7/7.
Tradewind Rider SC R ••• 3U TM
Flying. T, Tap two creatures you control: Return target permanent to owner's hand. 1/4.
Transmute Artifact SOR U •• UU AQ
Sacrifice an artifact to choose an artifact from your library and put it into play. You must pay the difference if the new artifact costs more
Twiddle INS C •• U LU, 4th, 5th
Tap or untap any single land, creature, or artifact in play
Twitch INS C •• 2U TM
Tap or untap target artifact, creature or land. Draw a card.
Undertow EN U • 2U LG
Creatures with islandwalk may be blocked.
Undo SOR C •• 1UU VS
Return two target creatures to owner's hand.
Unstable Mutation EC C ••• U AN, P, 4th, 5th
Target creature gains +3/+3. Put -1/-1 counter on creature during your upkeep. These counters remain even if Unstable Mutation is destroyed.
Unstable Shapeshifter SC R ••• 3U TM
Whenever any creature comes into play, Unstable Shapeshifter permanently becomes a copy of that creature and retains this ability. 0/
Unsummon INS C ••• U LU, P, 4th, 5th
Return target creature to its owner's hand.
Updraft INS U •• 1U WA, 5th
Give target creature flying until end of turn. Cantrip.
Vanishing EC C ••• U VS
UU: Enchanted creature phases out.
Vaporous Djinn SC U ••• 2UU MG
Flying. During your upkeep, pay UU or Vaporous Djinn phases out. 3/4.
Venarian Gold EC C •• 3UU LG
Put X counters on target creature and tap it. Creature does not untap while a counter remains. Remove a counter during creature controller's upkeep.
Vesuvan Doppelganger SC R •••• 3UU U, P
Duplicates all characteristics except color of any one creature in play. May duplicate a different creture during upkeep phase. */*
Viscerid Armor EC C •• 1U A,
Enchanted creature gets +1/+1. 1U: Return Armor to owner's hand.
Viscerid Drone SC U •• 1U AI
G: Sacrifice a creature and Swamp to bury target non-artifact creature. G, Sacrifice a creature and a Snow-covered Swamp to bury target creature.
Vision Charm INS C ••• U VS
Choose one—Target artifact phases out; or put the top four cards from target player's library into his or her graveyard; or all lands of one type are basic lands of your choice until end of turn.
Vodalian Illusionist SC U •••• 2U WL
UU, G: Target creature phases out. 2/2.
Vodalian Knights SC R ••• 1UU FE
Islandhome. First strike. U: Flying until end of turn. 2/2
Vodalian Mage SC C •• 2U FE
U, G: Counter a target spell unless caster pays an additional U. 1/1
Vodalian Soldiers SC C • 1U FE, 5th
1/2.
Vodalian War Machine SC R •• 1UU FE
Tap a Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner are destroyed. 0/4
Volcanic Eruption SOR R ••• XRR LU, P, 4th
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.
Volrath's Curse EC C ••• 1U TM
Enchanted creature cannot attack, block or play any ability requiring an activation cost. That creature's controller may sacrifice a permanent to ignore this ability until end of turn. 3U: Return Volrath's Curse to owner's hand.
Wall of Air SC U ••• 1UU LU, P, 4th, 5th
Flying. 1/5.
Wall of Kelp SC R •• 1UU WL
UU, G: Put a kelp token into play. Treat this as a 0/1 wall. 0/3.
Wall of Vapor SC C ••• 3U LG, CH
Cannot be damaged by creatures it blocks. 0/1.
Wall of Water SC U •• 1UU LU, P, 4th
U: +1/+0. 0/5.
Wall of Wonder SC U •• 3UU LG, CH
2U: Give Wall of Wonder +4/-4 and enable it to attack. 1/5.
Water Elemental SC U •• 3UU LU, P, 4th
5/4.
Water Wurm SC C • U DI
Water Wurm gains +0/+1 if opponent controls any islands. 1/1.
Waterspout Djinn SC U ••• 3UU VS
Flying. During your upkeep, return an untapped island you control to owner's hand or bury Waterspout Djinn. 4/4.
Wave Elemental SC U •• 3UU MG
U, G: Sacrifice: Tap up to three target creatures without flying. 2/3
Whim of Volrath INS R ••• U TM
Buyback 2. Change the text of target permanent by replacing all instances of one color word at one basic land type with another until end of turn.
Whispers of the Muse INS U •• U TM
Buyback 5. Draw a card.
Wind Dancer SC U ••• 1U TM
Flying. G: Target creature gains flying until end of turn. 1/1
Wind Drake SC C ••• 2U TM
Flying. 2/2.
Wind Spirit SC U ••• 4U IA, 5th
Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.
Winged Sliver SC C •• 1U TM
All Slivers gain flying. 1/1.
Winter's Chill INS R •• XU IA
Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed.

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Word of Undoing INS C ••• U IA
Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.
Wrath of Marit Lage EN R ••• 3UU IA
Tap all red creatures. Red creatures do not untap as normal.
Zephyr Falcon SC C ••• 1U LG, 4th, 5th
Flying. Does not tap to attack. 1/1.
Zuran Enchanter SC C ••• 1U IA
2, G: Opponent must discard 1 card. Play as a sorcery. 1/1.
Zuran Spellcaster SC C ••• 2U IA
G: Do 1 damage to any target. 1/1.
Zur's Weirding EN R •••• 3U IA, 5th
All players play with hands face up. When a player draws a card, any other player may pay 2 life to force the player to discard that card.

GOLD

Adun Oakenshield SL R ••• GGG LG
GG, G: Take a creature from your graveyard into your hand. 1/2.
Altar of Bone SOR R •• G IA
Sacrifice a creature to search your library for a creature card.
Angus Mackenzie SL R •• UGG LG
UG, G: Creatures deal no damage during combat. 2/2.
Arcades Sabboth SL R ••• 2GGGGG LG, CH
Flying. All your creatures gain +0/+2 when untapped. : +0/+1 until end of turn. Pay UGG during upkeep or bury Arcades. 7/7.
Army Ants SC U ••• 1GG VS



Someone on the design team for the *Legends* expansion seemed to feel that giving a card more than one color would be cool enough that it didn't need any special abilities. That someone was wrong. The ability-lacking summon legends are among the lamest cards WotC has created. For the price of the 5/3 Kasimir, you could have a *useful* creature like a Sibilant Spirit or a Hand of Justice.

G, Sacrifice a land: Destroy target land. 1/1.
Asmira, Holy Avenger SL R ••• 2GG MG
Flying. At the end of each turn, put a +1/+1 counter on Asmira for each creature put into your graveyard from play that turn. 2/3.
Axelrod Gunnarson SL R •• 3GGRR LG, CH
Trample. When a creature is put in graveyard during a turn in which Axelrod damaged it, gain 1 life and do 1 damage to target player. 5/5.
Avesha Tanaka SL R ••• UGGG LG, CH
Bands. G: Counter artifact effect unless its controller spends . 2/2.
Barktooth Warbeard SL U •• 4GRR LG
6/5.
Bartel Runeaxe SL R ••• 3GGR LG
Cannot be target of enchantments. Does not tap to attack. 6/5.
Benthic Djinn SC R ••• 2GU MG
Islandwalk. During your upkeep, lose 2 life. 5/3.
Boris Devilboon SC R •• 3GR LG
2GR, G: Put a 1/1 red and black minor demon token into play. 2/2.
Breathstealer's Crypt EN R •• 2GU VS
Whenever any player draws a card, he or she reveals that card. If the card is a creature card, that player pays 3 life or discards the card.
Cadaverous Bloom EN R •••• 3GGR MG
Choose a card in your hand and remove it from the game: Add GG or GGG to your mana pool.
Centaur Archer SC U •• 1GR IA
G: Deal 1 damage to target flying creature. 3/2.
Chromatic Armor EC R ••• 1GW IA
Put a counter on Armor when it comes into play and choose a color. All damage done to creature by that color is reduced to 0. X: Put a counter on Armor and change color it protects against. X equals the number of counters.

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Chromium SL R •• GGGGGGG LG, CH
Flying, rampage: 2. Pay GUR during upkeep or bury Chromium. 7/7.
Circle of Despair EN R ••• GG MG
T, Sacrifice a creature: Prevent all damage to any creature or player from any one source.
Corrosion EN R •• GR VS
Cumulative upkeep: G. During your upkeep, put a rust counter on each artifact target opponent controls. If the number of rust counters on an artifact equals or exceeds that artifact's casting cost, bury the artifact. If Corrosion leaves play, remove all rust counters from the game.
Dakkon Blackblade SL R ••• 2GGGG LG, CH
* equals the number of lands you control. */*.
Dark Heart of the Wood EN C ••• GG DK
Sacrifice a forest to gain 3 life.
Delirium INS U ••• 1GR MG
Play only on target opponent's turn. Tap target creature that player controls. That creature deals to the player damage equal to its power. The creature deals and takes no damage in combat this turn.
Diabolic Vision SOR U ••• GU IA
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.
Discordant Spirit SC R ••• 2GR MG
At end of target opponent's turn, put a +1/+1 counter on Discordant Spirit for each 1 damage dealt to you this turn. At the end of your turn, remove all these counters from Discordant Spirit. 2/2.
Dracoplasm SC R ••• GR TM
Flying When you play Dracoplasm, sacrifice any number of creatures. Dracoplasm comes into play with power equal to the total power of the sacrificed creatures and toughness equal to the total toughness of those creatures. R: Dracoplasm gets +1/+0 until end of turn. */*.
Earthlink EN R • 3GGG IA
Pay 2 during upkeep or bury Earthlink. When a creature is put into the graveyard from play, that creature's controller must sacrifice a land.
Elemental Augury EN R ••• GGG IA
3: Look at top 3 cards of any library and put them back in any order.
Emberwilde Caliph SC R •• 2GR MG
Flying, Trample. Emberwilde Caliph attacks each turn if able. For each damage Emberwilde Caliph successfully deals, lose 1 life. 4/4.
Energy Arc INS U •• GR AI
Untap any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.
Energy Bolt SOR R ••• XGR MG
Do X damage to target player, or target player gains X life.
Essence Vortex INS U •• 1GU IA
Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.
Femeref Enchantress SC R •• GR VS
When an enchantment is put into a graveyard from play, draw a card. 1/2.
Fiery Justice SOR R •• GRR IA
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.
Fire Covenant INS U ••• 3RR IA
Fire Covenant deals X damage, divided among any number of target creatures, where X is equal to the amount of life you sacrifice.
Firestorm Hellkite SC R ••• 3RR VS
Flying, trample. Cumulative upkeep: RR. 6/6.
Flooded Woodlands EN R ••• 2GU IA
No green creature can attack unless its controller sacrifices a land when that creature attacks.
Frenetic Efreet SC R ••• 1UR MG
Flying. 0: Flip a coin; if the flip ends up in your favor, Frenetic Efreet phases out. Otherwise, bury Frenetic Efreet. 2/1.
Fumarole SOR U •• 3RR IA
Sacrifice 3 life to destroy a land and a creature.
Gabriel Angelfire SL R •• 3RRRR LG, CH
During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.
Ghastly Flame EN R •• RR IA
Black and red permanents and spells are colorless sources of damage.
Giant Trap Door Spider SC U ••• 1RR IA
1, T, G: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.
Glaciers EN R ••• 2RR IA
All mountains become plains. Pay RR during upkeep or bury Glaciers.
Gosta Dirk SL R •• 1URRR LG
First strike. Creatures with islandwalk may be blocked. 4/4.
Grim Feast EN R •• 1RR MG
Take 1 damage during upkeep. When a creature is put into opponent's graveyard from play, gain life equal to that creature's toughness.
Guiding Spirit SC R ••• 1RR VS
Flying. G: If the top card of target player's graveyard is a creature card, put that card on the top of that player's library. 1/2.
Gwendlyn Di Corci SL R •••• GGRR LG
T: Target player randomly discards a card. Play as a sorcery. 3/5.
Halfdane SL R ••• 3GRR LG
During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.
Harbor Guardian SC U ••• 2RR MG
Can block flying creatures. When it attacks, defender may draw a card. 3/4.
Haunting Apparition SC U •• 1GRR MG
Flying. * is number of green creatures in opponent's graveyard. 1+*/2.
Hazerider Drake SC U •• 2UR MG
Flying, protection from red. 2/3.
Hazezon Tamar SL R •• 4GRR LG
On the upkeep after Hazezon enters play, put * tokens in play, where * is the number of lands you control. Treat tokens as 1/1 red, white, and green creatures. Remove all tokens if Hazezon leaves play. 2/4.
Hunding Gjornersen SL U • 3RRR LG
Rampage: 1. 5/4.
Hymn of Rebirth SOR U ••• 3RR IA
Take control of a creature from any graveyard.
Jacques le Vert SL R ••• 1GRR LG
Make all your green creatures +0/+2. 3/2.
Jasmine Boreal SL U •• 3RR LG
4/5.

Key															
• Restricted	• Banned in Type 1.5 only	ART Artifact	CU Cumulative Upkeep	EE Enchant Enchantment	EW Enchant World	LAN Land	SC Summon Creature								
• Banned	* Banned in Extended only	AC Artifact Creature	EA Enchant Artifact	EL Enchant Land	INS Instant	LL Legendary Land	SL Summon Legend								
		CR Current Rarity	EC Enchant Creature	EN Enchantment	INT Interrupt	MS Mana Source	SOR Sorcery								

Magic The Gathering® players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Jedit Ojanen	SL	U	•		LG
5/5.					
Jerrard of the Closed Fist	SL	U	••		LG
6/5.					
Johan	SL	R	•••		LG, CH
As long as Johan doesn't tap or attack, your creatures may attack without tapping. 5/4.					
Jungle Troll	SC	U	••		MG
: Regenerate. : Regenerate. 2/1.					
Kaervek's Purge	SOR	U	••		MG
Destroy target creature with casting cost equal to X. Kaervek's Purge deals to creature's controller damage equal to the creature's power.					
Kasimir the Lone Wolf	SL	U	•		LG
5/3.					
Kei Takahashi	SL	R	••		LG, CH
: Prevent up to 2 damage to target creature. 2/2.					
Kjeldoran Frostbeast	SC	U	••		IA
All creatures blocking or blocked by Kjeldoran Frostbeast are destroyed at end of combat. 2/4.					
Lady Caleria	SL	R	•••		LG
: Do 3 damage to target attacking or blocking creature. 3/6.					
Lady Evangela	SL	R	•••		LG
, : Target creature deals no damage this turn during combat. 1/2.					
Lady of the Mountain	SL	U	•		LG
5/5.					
Lady Orca	SL	U	••		LG
7/4.					
Leering Gargoyle	SC	R	••		MG
Flying. : Gargoyle gets -2/+2 and loses flying until end of turn. 2/2.					
Lim-Dûl's Paladin	SC	U	•••		AI
Trample. During upkeep, discard a card or bury Paladin and draw a card. Paladin gets +6/+3 if blocked. If Paladin is not blocked, it deals no damage to defender this turn and that player loses four life. 0/3.					
Lim-Dûl's Vault	INS	U	••••		AI
Look at the top five cards of your library. As many times as you choose, you may pay one life to put those cards on the bottom and look at the top five. Shuffle all but the top five cards of your library; put those five on top of your library in any order.					
Livonya Silone	SL	R	•••		LG
First strike, legendary landwalk. 4/4.					
Lobotomy	SOR	U	•••		TM
Look at target player's hand and choose any of those cards other than a basic land. Search that player's graveyard, hand and library for all copies of the chosen card and remove them from the game.					
Lord Magnus	SL	U	•••		LG
First strike. Creatures with plains or forestwalk may be blocked. 4/3.					
Lord of Tresserhorn	SC	R	•••		AI
When Lord comes into play, pay two life and sacrifice two creatures; and target opponent draws two cards. : Regenerate. 10/4					
Malignant Growth	EN	R	•••		MG
CU: . During upkeep, add a counter. During opponent's draw phase, he draws an additional card and takes 1 damage for each counter.					
Marhault Elsdragon	SL	U	••		LG, CH
Rampage: 1. 4/6.					
Marsh Goblins	SL	C	••		DK
Swampwalk. 1/1.					
Merieke Ri Berit	SL	R	•••		IA
Merieke does not untap. : Gain control of target creature. If Merieke leaves your control or becomes untapped, that creature is buried. 1/1.					
Misfortune	SOR	R	••		AI
Opponent chooses: Either you put a +1/+1 counter on each creature you control and gain 4 life or you put a -1/-1 counter on each creature that opponent controls and Misfortune deals 4 damage to him.					
Monsoon	EN	R	••••		IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.					
Mountain Titan	SC	R	••		IA
: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.					
Mundungu	SC	U	••		VS
: Counter target spell unless that spell's caster pays an additional and 1 life. Play this ability as an interrupt. 1/1.					
Nature's Blessing	EN	U	•••		AI
: Choose and discard a card from your hand to have target creature permanently gain banding, first strike, trample or +1/+1.					
Nebuchadnezzar	SL	R	••••		LG, CH
, : Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards. Play as a sorcery. 3/3.					
Nicol Bolas	SL	R	•••		LG, CH
Flying. An opponent damaged by Nicol Bolas must discard his entire hand. Pay during upkeep or bury Nicol Bolas. 7/7.					
Palladia-Mors	SL	R	•••		LG, CH
Flying, trample. Pay during upkeep or bury Palladia-Mors. 7/7.					
Pavel Maliki	SL	U	•		LG
: Give Pavel Maliki +1/+0 until end of turn. 5/3.					
Pheldagrif	SC	R	•••		AI
: Flying. Opponent gains two life. . Return Pheldagrif to owner's hand. Opponent may draw a card. : Trample. Put a 1/1 green Hippo token into play under opponent's control. 4/4.					
Phyrexian Purge	SOR	R	•••		MG
Pay 3 life per target: Destroy any number of target creatures.					
Princess Lucrezia	SL	U	•		LG
: Add to your mana pool. 5/4.					
Prismatic Boon	INS	U	•••		MG
X creatures gain protection from a single color until end of the turn.					
Purgatory	EN	R	•••		MG
Whenever a creature is put into your graveyard from play, put it face up under Purgatory. During your upkeep, you may pay 4 mana and 2 life to put any card under Purgatory into play.					
Pygmy Hippo	SC	R	•••		VS
If Pygmy Hippo attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, defending player draws all mana from his or her lands and then his or her mana pool is emptied. After combat, add an equal amount of colorless mana to your mana pool. 2/2.					
Radiant Essence	SC	U	••		MG
As long as target opponent controls any black permanents, Radiant Essence gets +1/+2. 2/3.					
Ragnar	SL	R	••		LG
, : Regenerate target creature. 2/2.					
Ramirez DePietro	SL	U	•••		LG
First strike, 4/3.					
Ramses Overdark	SL	R	••		LG
: Destroy a target creature with an enchantment on it. 4/3.					
Ranger en-Vec	SC	U	•••		TM
First strike. G: Regenerate Ranger en-Vec. 2/2.					
Rasputin Dreamweaver	SL	R	•••		LG
Put 7 counters on Rasputin. Remove a counter to prevent 1 damage to Rasputin or add one colorless mana to your mana pool. Add a counter to Rasputin during your upkeep if he began your turn untapped (maximum 7 counters). 4/1.					
Reclamation	EN	R	•••		IA
No black creature can attack unless its controller sacrifices land when that creature attacks.					
Reflect Damage	INS	R	•••		MG
Redirect all damage dealt by any one source to that source's controller.					
Reparations	EN	R	•••		MG
Whenever target opponent successfully casts a spell that targets you or a creature you control, you may draw a card.					
Righteous War	EN	R	•••		VS
All white creatures you control gain protection from black. All black creatures you control gain protection from white.					
Riven Turnbull	SL	U	••		LG
: Add to your mana pool. 5/7.					
Rock Basilisk	SC	R	•••		MG
Whenever Rock Basilisk blocks or is blocked by a non-wall creature, destroy that creature at end of combat. 4/5.					
Rohgahh of Kher Keep	SL	R	•		LG
All your Kobolds of Kher Keep gain +2/+2. Pay during upkeep or Rohgahh and Kobolds tap and come under target opponent's control. 5/5.					
Rubinia Soulsinger	SL	R	•••		LG
: Gain control of target creature. You lose control when Rubinia leaves your control or is untapped. You may leave Rubinia tapped. 2/3.					
Savage Twister	SOR	U	••••		MG
Savage Twister deals X damage to each creature.					
Sawback Manticore	SC	R	•••		MG
: Flying. : Manticore deals 2 damage to target attacking or blocking creature. Use only once and only if Manticore is in combat. 2/4.					
Scalebane's Elite	SC	U	•••		VS
Protection from black. 4/4.					
Scarwood Goblins	SC	C	•		DK
2/2.					
Sealed Fate	SOR	U	•••		MG
Look at the top X cards of opponent's library. Remove one from the game and put the rest back on top of that player's library in any order.					
Segmented Wurm	SC	U	•••		TM
Whenever Segmented Wurm is the target of a spell or ability, put a -1/-1 counter on it. 5/5.					
Selenia, Dark Angel	SL	R	•••		TM
Flying. Selenia counts as an Angel. Pay 2 life: Return Selenia to owner's hand. 3/3.					
Shauku's Minion	SC	U	••		MG
, : Shauku's Minion deals 2 damage to target white creature. 2/2.					
Simoon	INS	U	••		VS
Simoon deals 1 damage to each creature target opponent controls.					
Sir Shandlar of Eberyn	SL	U	••		LG
4/7.					
Sivitri Scarzam	SL	U	•		LG, CH
6/4.					
Skeleton Ship	SL	R	•••		IA
Bury immediately if controller has no islands in play. : Put a -1/-1 counter on a creature. 0/3.					
Sky Spirit	SC	U	•••		TM
Flying, first strike. 2/2.					
Sol'kanar the Swamp King	SL	R	••••		LG, CH
Swampwalk. You gain 1 life each time a black spell is cast. 5/5.					
Soltari Guerrillas	SC	R	•••		TM
Shadow. If Soltari Guerrillas assigns combat damage to any opponent, you may redirect that damage to target creature. 3/2.					
Spatial Binding	EN	U	•		MG
Pay 1 life: Target cannot phase out until the start of your next upkeep.					
Spectral Shield	EC	U	•••		IA
Target creature gains +0/+2 and cannot be the target of spells.					
Spontaneous Combustion	INS	U	••		TM
Sacrifice a creature: S. Combustion deals 3 damage to each creature.					
Squandered Resources	EN	R	•••		VS
Sacrifice a land: Add to your mana pool one mana of any type the sacrificed land could produce.					
Stangg	SL	R	•••		LG, CH
Put Stangg Twin token in play. Token is a 3/4 green and red legend. If either one leaves play, the other is buried. 3/4.					
Storm Spirit	SL	R	•••		IA
Flying, : Do 2 damage to target creature. 3/3.					
Stormbind	EN	R	••••		IA
: Discard a card at random to do 2 damage to any target.					
Suleiman's Legacy	EN	R	•••		VS
When Suleiman's Legacy comes into play, bury all Djinns and Efreets. Whenever a Djinn or Efreet comes into play, bury it.					
Sunastian Falconer	SL	U	•••		LG
: Add two colorless mana to your mana pool. 4/4.					
Surge of Strength	INS	U	••		AI
Discard a red or green card to have target creature gain trample and get +X/+0 until end of turn, where X is the creature's casting cost.					
Tempest Drake	SC	U	•••		VS
Flying. Attacking does not cause Tempest Drake to tap. 2/2.					
Tetsuo Umezawa	SL	R	•••		LG
, : Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.					
Tobias Andrion	SL	U	•		LG, CH
4/4.					
Tor Wauki	SL	U	•••		LG, CH
: Do 2 damage to target attacking or blocking creature. 3/3.					
Torsten Von Ursus	SL	U	•		LG
5/5.					
Tuknir Deathlock	SL	R	•••		LG
Flying, , : Give target creature +2/+2 until end of turn. 2/2.					
Unfulfilled Desires	EN	R	••••		MG
, Pay 1 life: Draw a card, then choose and discard a card.					
Ur-Drago	SL	R	••		LG
First strike. Creatures with swampwalk may be blocked. 4/4.					
Vaevictis Asmadi	SL	R	•••		LG, CH
Flying. : +1/+0. : +1/+0. : +1/+0. Pay during upkeep or bury Vaevictis Asmadi. 7/7.					
Viashivan Dragon	SC	R	•••		VS
Flying, : +1/+0 until end of turn. : +0/+1 until end of turn. 4/4.					
Vhat il-Dal	SL	R	•••		TM
T: Target creature's power or toughness is 1 until end of turn. 3/3.					
Vitalizing Cascade	INS	U	•••		MG
Gain X+3 life.					
Wandering Mage	SC	R	•••		AI
: Pay one life to prevent up to 2 damage to any creature. : Prevent one damage to any Cleric or Wizard. : Put a -1/-1 counter on target creature you control to prevent up to 2 damage to any player. 0/3.					
Warping Wurm	SC	R	•••		MG
Phasing. During your upkeep, pay or Warping Wurm phases out. When Warping Wurm phases in, put a +1/+1 counter on it. 1/1.					
Wellspring	EL	R	•••		MG
Gain control of target land. At the end of each of your turns, lose control of land. At the beginning of your turn, gain control of the land.					
Windreaper Falcon	SC	U	••		MG
Flying, protection from blue. 1/1.					
Wings of Aesthir	EC	U	•••		IA
Give target creature flying, first strike, and +1/+0.					
Winter's Night	EW	R	••		AI
When a snow-covered land is tapped for mana, it gives one additional mana of the same type and doesn't untap during its controller's next untap.					
Wood Sage	SC	R	•••		TM
T: Name a creature card. Reveal the top four cards of your library to all players. If any of those cards are the named card, put them into your hand. Put the rest into your graveyard. 1/1.					
Xira Arien	SL	R	•••		LG, CH
Flying. , : Target player draws a card. 1/2.					

KILLED COMBOS





Volcanic Eruption and Magical Hack: Believe it or not, this combo was once the foundation of a popular deck archetype—the blue land destruction deck. You used to be able to target several forests or plains with a Volcanic Erruption and then Hack it so the lands would be destroyed. Once the targeting rules were cleared up, we were reduced to Instill Energied Demonic Hordes.

Name — Description — Kind — CR — Rating — Cost — Sets Found

Zebra Unicorn — SC — U — ●● — 3●● — MG
For each 1 damage Zebra Unicorn deals, gain 1 life. 2/2.

GREEN

Aboroth — SC — R — ●● — 4●● — WL
CU: Put a -1/-1 counter on Aboroth. 9/9.

Afiya Grove — EN — R — ●● — 3● — MG
Grove comes into play with three +1/+1 counters on it. During your upkeep, put a counter on a creature. If Grove has no counters, bury it.

Aisling Leprechaun — SC — C — ● — 2● — LG
All creatures blocking or blocked by Leprechaun become green. 1/1

Aluren — EN — R — ●●●● — 3●● — TM
Any player may play a creature card with total casting cost 3 or less whenever he could play an instant and without paying its casting cost

An-Havva Constable — SC — U — ●● — 1●● — HL, 5th
* is the total number of green creatures in play. 2/1+*

An-Havva Inn — SOR — U — ●●● — 1●● — HL
Gain 1-X life where X is the number of green creatures in play.

Apes of Rath — SC — U — ●●● — 3●● — TM
If Apes attacks, it does not untap during your next untap phase. 5/4.

Arboria — EW — U — ●● — 2●● — LG
If a player doesn't cast a spell or put a card in play on his turn, creatures may not attack that player until after his next turn.

Arctic Wolves — SC — U — ●● — 3●● — WL
CU: 2. When Arctic Wolves comes into play, draw a card. 4/5

Argothian Pixies — SC — C — ●● — 1● — AQ, Ch
Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.

Argothian Treefolk — SC — C — ●● — 3●● — AQ
Any damage Treefolk takes from an artifact is reduced to 0. 3/5

Armor of Thorns — EC — C — ●●● — 1● — MG
You may play Armor as an instant; if you do, bury it at end of turn. Play only on a non-black creature. Enchanted creature gets +2/+2.

Aspect of Wolf — EC — R — ●●● — 3● — L,U,R,4th,5th
Target gets +X/+X, where X is half the number of forests you control.

Aurochs — SC — C — ●● — 3● — IA,5th
Trample. Gains +1/+0 for each other Aurochs that attacks. 2/3.

Autumn Willow — SL — R — ●●●●● — 4●● — HL
Cannot be the target of spells or effects. ●: Target player may target Autumn Willow with spells or effects till the end of turn. 4/4

Avoid Fate — INT — C — ● — 2● — LG
Counter target interrupt or enchantment targeting a permanent you control.

Balduvian Bears — SC — C — ●●● — 1●● — IA
2/2

Barbary Apes — SC — C — ●●● — 1●● — LG
2/2.

Barbed Foliage — EN — U — ●● — 2●● — MG
When a creature attacks you, it loses flanking. When a creature without flying attacks you, Barbed Foliage deals 1 damage to it.

Barishi — SC — U — ●● — 3●● — WL
If Barishi is put into graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library. 4/3

Bayou Dragonfly — SC — C — ●● — 1●● — TM
Flying; swampwalk. 1/1.

• Berserk — INS — U — ●●●●● — 2● — L,U,R,4th,5th
Double target creature's power and give it trampling ability until end of turn. If it attacks, destroy target creature at end of turn.

Birds of Paradise — SC — R — ●●●● — 1● — L,U,R,4th,5th
Flying. ●: Add one mana of any color to your mana pool. 0/1

Blizzard — EN — R — ● — 3●● — IA
CU: 2. Flying creatures do not untap.

Blossoming Wreath — INS — C — ●●● — 2● — WL
Gain life equal to the number of creature cards in your graveyard.

Bounty of the Hunt — INS — U — ● — 2●● — AL
You may remove a green card in your hand from the game to cast Bounty. Put 3 +1/+1 counters on any number of target creatures until end of turn.

Briar Shield — EC — C — ●●● — 1● — WL
+1/+1. Sacrifice: Enchanted creature gets +3/+3 until end of turn.

Broken Fall — EN — C — ●● — 2●● — TM
Return Broken Fall to owner's hand. Regenerate target creature.

Brown Ouphe — SC — C — ●● — 1● — IA
1●, ●: Counter an artifact ability that requires an activation cost.

Brushwagg — SC — R — ●●● — 1●● — MG
If Brushwagg blocks or is blocked, it gets -2/+2 until end of turn. 3/2

Bull Elephant — SC — C — ●●● — 1●● — VS
When Bull Elephant comes into play, return two forests you control to owner's hand or bury Bull Elephant. 4/4.

Call of the Wild — EN — R — ●●●● — 3●● — WL
2●●: Reveal the top card of your library to all players. If that card is a creature card, put it into play. Otherwise, bury it.

Camouflage — INS — U — ●● — 2● — L,U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.

Canopy Dragon — SC — R — ●●● — 4●● — MG
Trample. 1●: Flying and loses trample until end of turn. 4/4.

Canopy Spider — SC — C — ●● — 1●● — TM
Canopy Spider can block creatures with flying. 1/3.

Carapace — EC — C — ●● — 2● — HL, 5th
+0/+2. Sacrifice Carapace to regenerate the creature it enchants.

Carnivorous Plant — SC — C — ●● — 3● — DK, 4th
Counts as a wall. 4/5.

Cat Warriors — SC — C — ●●● — 3●● — LG, Ch, 5th
Forestwalk. 2/2.

• Channel — SOR — U — ●●●● — 2●● — L,U,R,4th
Add 1 to your pool for each life point you sacrifice.

Charging Rhino — SC — U — ●●● — 3●● — TM
Charging Rhino cannot be blocked by more than one creature. 4/4.

Choke — EN — U — ●●● — 2●● — TM
Islands do not untap during their controllers' untap phases

Choking Vines — INS — C — ●●● — ✱● — WL
Play only when blockers are declared. X target attacking creatures are considered blocked. Vines deals 1 damage to each of those creatures

Chub Toad — SC — C — ●● — 2● — IA, 5th
Gains +2/+2 until end of turn when blocked or blocking. 1/1.

Citanul Druid — SC — U — ●● — 1● — AQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.

City of Solitude — EN — R — ●●●● — 2● — VS
Each player may play spells and abilities only during his or her turn.

Cockatrice — SC — R — ●●● — 3●● — L,U,R,4th,5th
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed at end of combat. 2/4.

Cocoon — EC — U — ● — 1● — LG, CH
Put 3 counters on target creature you control and tap it. Creature does not untap normally while counters remain. Remove a counter during upkeep. When last one is removed, creature gets +1/+1 and flying.

Concordant Crossroads — EW — R — ●● — 1● — LG, CH
All creatures are unaffected by summoning sickness.

Crash of Rhinos — SC — C — ●●● — 4●● — MG
Trample. 8/4.

Craw Giant — SC — U — ●●● — 3●●●● — LG,CH,5th
Trample. Rampage: 2. 6/4.

Craw Wurm — SC — C — ●● — 3●● — L,U,R,4th,5th
6/4.

Crazed Armodon — SC — R — ●●● — 2●● — TM
●: Armodon gets +3/+0 and gains trample until end of turn. At end of turn, destroy Crazed Armodon. Use this ability only once each turn. 3/3.

Creeping Mold — SOR — U — ●●●● — 2●● — VS
Destroy target artifact, land, or enchantment.

Crumble — INS — C — ●●● — 1● — AQ,R,4th,5th
Bury target artifact. Controller gains life equal to the casting cost.

Cycle of Life — EN — R — ●● — 1●● — MG
Return Cycle of Life to your hand: Target creature you summoned this turn is 0/1 until the beginning of your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.

Cyclone — EN — R — ●● — 2●● — AN, CH
Add 1 token per upkeep. Pay ● for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if mana is not paid.

Daughter of Autumn — SL — R — ●● — 2●● — HL
✱: Redirect 1 damage from white creature to Daughter. 2/4.

Deadfall — EN — U — ● — 2●● — LG
Creatures with forestwalk may be blocked.

ONE-STAR WONDERS



This one's controversial, given that this card is popular in certain decks. But take away the Rogue Elephants and Heart of Yavimayas and what do you have? A creature that's really hard to play on the second turn, which is really what you need to be able to do to justify its cheap casting cost. The Wurm may slot well in one type of deck, but in most, it's a lame duck.

Deadly Insects — SC — U — ●●● — 1● — AI
Cannot be the target of spells or effects. 6/1.

Decomposition — EC — U — ●● — 1●● — MG
Play on a black creature. Creature gains "CU: 1 life." If enchanted creature is put into the graveyard, its controller loses 2 life.

Dense Foliage — EN — R — ●●● — 2●● — WL
Creatures cannot be the target of spells.

Desert Twister — SOR — U — ●●● — 4●● — AN,R,4th,5th
Destroy target permanent.

Dire Wolves — SC — C — ●●● — 2●● — IA
Gains banding if you control any plains. 2/2.

Dirtcowl Wurm — SC — R — ●●●● — 4●● — TM
Whenever any opponent plays a land, put a +1/+1 counter on Wurm. 3/4.

Downdraft — EN — U — ●● — 2●● — WL
●: Target creature loses flying until end of turn. Sacrifice Downdraft: Downdraft deals 2 damage to each creature with flying.

Drop of Honey — EN — R — ●●● — 1● — AN
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.

Durkwood Boars — SC — C — ●● — 3●● — LG,4th,5th
4/4.

Early Harvest — INS — R — ●● — 1●● — MG
Target player untaps all basic lands he or she controls.

Earthcraft — EN — R — ●● — 1●● — TM
Tap an untapped creature you control: Untap target basic land.

Earthkin — EL — C — ●● — 1● — IA
●: Tap land to give a blocking creature +1/+2 until end of turn.

Eladamri, Lord of Leaves — SL — R — ●●● — 2●● — TM
All Elves gain forestwalk. Elves cannot be the target of spells or abilities. 2/2.

Eladamri's Vineyard — EN — R — ●●●● — 1● — TM
At beginning of each player's main phase, add ●●● to that player's pool.

Elder Druid — SC — R — ●●● — 3●● — IA,5th
3●, ●: Tap or untap one target creature, land, or artifact. 2/2.

Elephant Grass — EN — U — ●●● — 1● — VS
CU: 1. Black creatures cannot attack you. Nonblack creatures cannot attack you unless their controller pays 2 for each attacking creature.

Elven Cache — SOR — C — ●●●● — 2●● — VS
Return target card from your graveyard to your hand.

Elven Fortress — EN — C — ●● — 1● — FE
1●: Give target blocker +0/+1 until end of turn.

Elven Riders — SC — U — ●● — 3●● — LG,4th,5th
Cannot be blocked except by walls and flying creatures. 3/3.

Elven Warhounds — SC — R — ●●● — 3● — TM
If Warhounds is blocked, put the blocker on top of owner's library. 2/2.

Elves of Deep Shadow — SC — U — ●●● — 1● — DK
●: Add ● to mana pool and lose 1 life. 1/1.

Elvish Archers — SC — R — ●●● — 1●● — L,U,R,4th,5th
First strike. 2/1. Misprint: Alpha listed power/toughness as 1/2.

Elvish Bard — SC — U — ●●● — 3●● — AI
All creatures able to block Bard must do so. 2/4.

Elvish Farmer — SC — R — ●●● — 1●● — FE
Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.

Elvish Fury — INS — C — ●●● — ● — TM
Buyback 4. Target creature gets +2/+2 until end of turn.

Elvish Hunter — SC — C — ●●● — 1●● — FE
2●, ●: Target creature does not untap as normal. 1/1.

Elvish Ranger — SC — C — ●●● — 2●● — AI
4/1

Elvish Scout — SC — C — ●● — ● — FE
●, ●: Untap a target attacking creature you control. Creature neither deals nor receives damage in combat. 1/1.

Elvish Spirit Guide — SC — U — ●●●● — 2●● — AI
If Elvish Spirit Guide is in your hand, you may remove it from the game to add ● to mana pool. 2/2.

Emerald Charm — INS — C — ●● — ● — VS
Choose one——Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Emerald Dragonfly — SC — C — ●● — 3●● — LG, CH
Flying ●●: First strike until end of turn. 1/1.

Erhnam Djinn — SC — U — ●●●●● — 3●● — AN, CH
During upkeep give forestwalk to an opponent's creature until next upkeep. 4/5.

Essence Filter — SOR — C — ●●●● — 2●●● — IA
Destroy all enchantments or destroy all enchantments that aren't white.

Eureka — SOR — R — ●● — 2●●● — LG
Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. If a spell has an X in its casting cost, X is 0.

Faerie Noble — SC — R — ●●● — 2●● — HL
Flying. All faeries gain +0/+1. ●: All faeries gain +1/+0 until the end of turn. 2/2.

Fallow Earth — SOR — U — ●●● — 2●● — MG
Put target land on top of owner's library.

Fallow Wurm — SC — U — ●●● — 2●● — WL
When Wurm comes into play, discard a land or bury Fallow Wurm. 4/4.

Familiar Ground — EN — U — ●● — 2●● — WL
Each of your creatures cannot be blocked by more than one creature.

Fanatical Fever — INS — U — ●●● — 2●●● — IA
Give a creature +3/+0 and trample until end of turn.

• Fastbond — EN — R — ●●● — ● — L,U,R
There is no limit to the number of lands you may play in a turn. Does 1 damage to you for each land beyond the first you play in one turn.

Feral Thallid — SC — U — ●● — 3●●●● — FE
Add a counter during upkeep. Remove 3 counters: Regenerates. 6/3.

Femeref Archers — SC — U — ●●● — 2●● — MG
●: Do 4 damage to target attacking creature with flying. 2/2.

Feral Instinct — INS — C — ●● — 1●● — VS
Target creature gets +1/+1 until end of turn. Cantrip.

Fire Sprites — SC — C — ●● — 1●● — LG
Flying. ●, ●: Add ● to your mana pool. 1/1.

Flailing Drake — SC — U — ●● — 3●● — TM
Flying. If Flailing Drake blocks or is blocked by any creature, that creature gets +1/+1 until end of turn. 2/3.

Floral Spuzzem — SC — U — ●● — 3●● — LG
If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.

Fog — INS — C — ●● — 2● — L,U,R,4th,MG,5th
Creatures do not damage one another in combat.

Folk of An-Havva — SC — C — ●● — 1● — HL
If assigned as a blocker, Folk get +2/+0 until end of turn. 1/1.

Folk of the Pines — SC — C — ●● — 2●● — IA
1●: +1/+0 until end of turn. 2/5.

Foratog — SC — U — ●●● — 3●● — MG
●, Sacrifice a forest: +2/+2 until end of turn. 1/2.

Forbidden Lore — EL — R — ●●● — 2●● — IA
●: Tap land to give target creature +2/+1 until end of turn.

Force of Nature — SC — R — ●●●● — 2●●●● — L,U,R,4th,5th
Trample. Pay ●●●● during upkeep or Force does 8 damage to you. 8/8.

Forgotten Lore — SOR — U — ●●● — ● — IA
Opponent chooses a card in your graveyard. You may pay ● to have opponent choose a different card. Take the last card chosen.

Foxfire — INS — C — ● — 2●● — IA,5th
Untap attacking creature. Creature neither deals nor receives damage during combat this turn. Cantrip.

Freyalise Supplicant — SC — U — ●● — 1●● — IA
●: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1.

Key
• Restricted • Banned
• Banned in Type 1.5 only • Banned in Extended only
ART Artifact; AC Artifact Creature; CR Current Rarity
CU Cumulative Upkeep; EA Enchant Artifact; EC Enchant Creature; EE Enchant Enchantment; EL Enchant Land; EN Enchantment; EW Enchant World; INS Instant; INT Interrupt
LAN Land; LL Legendary Land; MS Mana Source
SC Summon Creature; SL Summon Legend; SOR Sorcery

MAGIC The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Freyalise's Charm EN U •• ●● IA
●●: Draw a card when any opponent successfully casts a black spell. ●●: Return Freyalise's Charm to your hand.

Freyalise's Winds EN R • ②●● IA
Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.

Frog Tongue EC C •• ● TM
When Frog Tongue comes into play, draw a card. Enchanted creature can block creatures with flying.

Fugitive Druid SC R •• ③● TM
Whenever any player successfully casts an enchantment spell that targets Fugitive Druid, draw a card. 3/2.

Fungal Bloom EN R ••• ●● FE
●●: Put a spore counter on target Fungus.

Fungus Elemental SC R ••• ③● WL
●, Sacrifice a forest: Put a +2/+2 counter on Fungus Elemental. Use this ability only if Fungus Elemental came into play this turn. 3/3.

Fungusaur SC R ••• ③● L,U,R,4th,5th
Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.

Fyndhorn Brownie SC C •• ②● IA
②●, ●: Untap a creature. 1/1.

Fyndhorn Druid SC C •• ②● AI
If Druid is put into graveyard after it blocks, gain four life. 2/2.

Fyndhorn Elder SC U ••• ③● IA,5th
●: Add ●● to your mana pool. 1/1.

Fyndhorn Elves SC C •••• ● IA
●: Add ● to your mana pool. 1/1.

Fyndhorn Pollen EN R •• ②● IA
CU: ●. All creatures get -1/-0. 1●: Creatures get -1/-1 until end of turn.

Gaea's Avenger SC R •• ①●● AQ
*=number of artifacts opponent has in play. *+1/*+1.

Gaea's Blessing SOR U ••• ①● WL
Target player shuffles up to 3 target cards from his or her graveyard into his or her library. Draw a card. If Gaea's Blessing is put into your graveyard from your library, shuffle your graveyard into your library.

Gaea's Liege SC R ••• ③●●● L,U,R,4th
●: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. * is the number of forests you control; when attacking, * is the number of forests defender controls. */*.

Gaea's Touch EN C ••• ●● DK
You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add ●● to your mana pool.

Gargantuan Gorilla SC R ••• ④●●● AI
During your upkeep, sacrifice a forest, or bury Gorilla and take seven damage. If you sacrifice a snow-covered forest, Gorilla gains trample until end of turn. ●: Gorilla deals damage equal to its power to any other target creature. Creature deals damage equal to its power to Gorilla. 7/7.

Ghazban Ogre SC C •• ● AN,CH,5th
During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.

Giant Badger SC R ••• ①●● PR
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.

Giant Caterpillar SC C ••• ③● VS
●, Sacrifice Giant Caterpillar: Put a Butterfly token into play at end of turn. Treat this token as a 1/1 green creature with flying. 3/3.

Giant Growth INS C •••• ● L,U,R,4TH,IA,5th
Target creature gets +3/+3 until end of turn.

Giant Mantis SC C ••• ③● MG
Giant Mantis can block creatures with flying. 2/4.

Giant Spider SC C ••• ③● L,U,R,4th,5th
Giant Spider can block creatures with flying. 2/4.

Giant Turtle SC C • ①●● LG
Giant Turtle may not attack if it did so during your last turn. 2/4.

Gibbering Hyenas SC C •• ②● MG
Gibbering Hyenas cannot block black creatures. 3/2.

Gift of the Woods EC C ••• ● AI
If enchanted creature blocks or is blocked by any creatures, it gets +0/+3 until end of turn and you gain one life.

Glyph of Reincarnation INS C • ● LG
Bury all creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.

Gorilla Berserkers SC C ••• ③●● AI
Trample, rampage: 2 Cannot be blocked by 1 or 2 creatures. 2/3.

Gorilla Chieftain SC C ••• ②●● AI
①●: Regenerate. 3/3.

Gorilla Pack SC C • ②● IA
Foresthome. 3/3.

Granger Guildmage SC C ••• ● MG
✱, ✱: Target creature gains first strike. ●, ●: Granger Guildmage does 1 damage to target creature or player and 1 damage to you. 1/1.

Grizzly Bears SC C ••• ①● L,U,R,4th,5th
2/2.

Hail Storm INS U •• ①●● AI
Hail Storm deals two damage to each attacking creature and one damage to you and each creature you control.

Hall of Gemstone EW R •••• ①●● MG
During each player's upkeep, that player chooses a color. Until end of turn, each mana-producing land produces mana of the chosen color instead of its normal color.

Harrow INS U •• ②● TM
Sacrifice a land: Search your library for up to two basic land cards and put them into play. Shuffle your library afterwards.

Harvest Wurm SC C • ①● WL
When Harvest Wurm comes into play, return any basic land card from your graveyard to your hand or bury Harvest Wurm. 3/2

Heartwood Dryad SC C ••• ①● TM
Heartwood Dryad can block creatures with shadow. 2/1.

Heartwood Giant SC R •• ③●● TM
●, Sacrifice a forest: Giant deals 2 damage to target player. 4/4.

Heartwood Treefolk SC U ••• ②●● TM
Forestwalk. 3/4.

Hidden Path EN R ••• ③●●●● DK
All green creatures gain forestwalk.

Hornet Cobra SC C • ①●● LG
First strike. 2/1.

Horned Sliver SC U ••• ②● TM
All Slivers gain trample. 2/2.

Hot Springs EL R •• ①● IA
●: Tap land Hot Springs enchants to prevent 1 damage to any target.

Hungry Mist SC C ••• ②●● HL,5th
During your upkeep, pay ●● or bury Hungry Mist. 6/2.

Hurricane SOR U •••• ✱● L,U,R,4TH,IA,5th
Do X damage to all players and flying creatures.

Ice Storm SOR U ••• ②● L,U
Destroy any one land.

Ichneumon Druid SC U • ①●● LG
Do 4 damage to any player casting an instant, except for the first one cast by that player that turn. 1/1.

Ith-Biff Efreet SC R ••• ②●● AN
Flying. ●: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.

Jungle Wurm SC C ••• ③●● MG
Jungle Wurm gets -1/-1 for each extra creature blocking it. 5/5.

Juniper Order Druid SC C ••• ②● IA
●: Untap a land of your choice. 1/1.

Karoo Meerkat SC U ••• ①● MG
Protection from blue. 2/1.

Katabatic Winds EN R •• ②● VS
Phasing. Creatures with flying cannot attack, block, or use any ability that includes ● in the activation cost.

Kaysa SL R ••• ③●● AI
All green creatures you control get +1/+1. 2/3.

Killer Bees SC U ••• ①●● L6,4th,5th
Flying. ●: Give Bees +1/+1 until end of turn. 0/1.

King Cheetah SC C •• ②● VS
You may play King Cheetah whenever you can play an instant. 3/2.

Krakilin SC U ••• ✱●● TM
Comes into play with X +1/+1 counters on it. ①● Regenerate. 0/0.

Kudzu EL R • ①●● L,U,R
When target land is tapped, it is destroyed. The player who just lost a land to Kudzu must place it on any other land in play.

Kyscu Drake SC U ••• ③● VS
Flying. ●: +0/+1 until end of turn. (Max ●) Sacrifice Kyscu and Spitting Drake: Search your library for Viashivan Dragon and put it into play. 2/2.

Land Leeches SC C •• ①●● DK,4th
First strike. 2/2.

Leaping Lizard SC C •• ①●● HL
①●: Flying and -0/-1 until the end of turn. 2/3

Ley Druid SC U ••• ②● L,U,R,4th,5th
●: Untap a land of your choice. 1/1.

Lhurgoyf SC R •••• ②●● IA,5th
* equals the total number of creatures in all graveyards. */*+1.

Lichenthrope SC R •• ③●● VS
For each 1 damage dealt to Lichenthrope, put a -1/-1 counter on it instead. During your upkeep, remove one of these counters from Lichenthrope. 5/5.

Liege of the Hollows SC R ••• ②●● WL
If Liege is put into graveyard from play, each player may pay any amount of mana to put that number of 1/1 green Squirrel tokens into play. 3/4.

Lifeforce EN U ••• ●● L,U,R,4th,5th
●●: Counter a black spell as it is being cast.

Lifelace INT R • ● L,U,R,4th
Changes the color of one card in play to green.

Living Artifact EA R ••• ● L,U,R,4th,5th
Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.

Living Lands EN R ••• ③● L,U,R,4th,5th
Treat all forests in play as 1/1 creatures.

Living Plane EW R ••• ●● LG
All lands are are now also 1/1 creatures.

Llanowar Behemoth SC U •••• ③●● WL
Tap a creature you control: +1/+1 until end of turn. 4/4.

Llanowar Druid SC C •• ①● WL
●, Sacrifice Llanowar Druid: Untap all forests. 1/2.

Llanowar Elves SC C •••• ● L,U,R,4th,5th
●: Add ● to your mana pool. 1/1.

Llanowar Sentinel SC C ••• ②● WL
When Llanowar Sentinel comes into play, you may pay ①● to search your library for a Llanowar Sentinel card. Put that card into play. 2/3.

Locust Swarm SC U ••• ③● MG
Flying. ● Regenerate. ● Untap Locust Swarm. Use only once each turn. 1/1.

Lure EC U ••• ①●● L,U,R,4TH,IA,5th
All creatures that can block target creature must do so.

Lure of Prey INS R ••• ②●● MG
Play only if an opponent cast a summon spell this turn. Put a green summon card from your hand into play as though it were just played.

Lurker SC R ••• ③● DK
Cannot be target of spells unless it attacked or blocked this turn. 2/3.

Maddening Wind EC U •• ②● IA
CU: ●. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.

Mammoth Harness EC R • ③● HL
Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.

Mana SC R ••• ②●● MG
* is equal to the number of cards in your hand. */*.

Marsh Viper SC C •• ③● DK,4th,5th
Opponent takes 2 poison counters when damaged by Viper. 1/2.

Master of the Hunt SC R ••• ②●● LG
②●●: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.

Metamorphosis SOR C • ● AN, CH
Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summon spells.

Mindbender Spores SC R •• ②● MG
Flying. Whenever Spores blocks a creature, put 4 counters on the creature. During controller's untap, remove a counter from the creature. As long as creature has any counters, it does not untap as normal. 0/1.

Mirri's Guile EN R ••• ● TM
During your upkeep, you may look at the top three cards of your library and put them back in any order.

Mongrel Pack SC R ••• ③● TM
If Mongrel Pack is put into any graveyard from play during combat, put four Hound tokens into play. Treat these tokens as a 1/1 green creatures. 4/1.

Mortal Wound EC C •• ● VS
If damage is dealt to enchanted creature, destroy it.

Moss Monster SC C •• ③●● LG
3/6.

Mtenda Lion SC C ••• ● MG
If Mtenda Lion attacks, defending player may pay ● to have it deal no combat damage this turn. 2/1.

Muscle Sliver SC C ••• ①● TM
All Slivers get +1/+1. 1/1.

Mwonvuli Ooze SC R ••• ● WL
CU: ②. Mwonvuli Ooze has power and toughness each equal to 1 plus its last paid cumulative upkeep. 1+*/1+*.

Nafs Asp SC C •• ● AN,4th
If Nafs Asp damages opponent, it does 1 point of damage during opponent's next upkeep unless ② is paid. 1/1.

Natural Balance SOR R •••• ②●● MG
Each player with 6 or more lands sacrifices enough lands to reduce his total to five. Each player with 4 or fewer lands may search his library for enough basic land to bring his total to five and put them into play.

Instill Energy EC U •• ● L,U,R,4th,5th
You may untap creature one extra time during your turn; target may attack when it comes into play.

Ironroot Treefolk SC C •• ②● L,U,R,4th,5th
3/5.

Johtuli Wurm SC U ••• ③● IA,5th
Johtuli Wurm gets -2/-1 for each extra creature blocking it. 6/6.

Jokrael's Centaur SC C •••• ①●● MG
Flanking. Cannot be the target of spells or effects. 2/2.

Joven's Ferrets SC C ••• ● HL
If Ferrets attack, they get +0/+2. At end of combat, tap all creatures blocking Ferrets. They don't untap as normal next untap phase. 1/1.

Jungle Patrol SC R ••• ③● MG
①●, ●: Put a Wood token into play. Treat as a 0/1 green creature that counts as a wall. Sacrifice a token. Add ● to your mana pool. 3/2.

KILLED COMBOS





Ihsan's Shade and Wrath of God: Speaking of targeting, the effects of protection from a color were very unclear in early days of *Magic*. For a while, a creature with protection was not affected by any spells of the protected color, including global effects like Wrath of God. Can you imagine the confusion this raised with "you choose" cards like Balance?

Natural Order SOR R ●●● 2●● VS
Sacrifice a green creature: Search your library for a green creature card, put it into play as if it were just played, then shuffle your library.

Natural Selection INS R ● ● L,U
Look at top 3 cards of any library. You may then shuffle that library

Natural Spring SOR C ●●● 3●● TM
Target player gains 8 life.

Nature's Chosen EC U ●●● ● AI
Play on one of your creatures. ●: Untap creature. Use only during your turn and only once per turn. ●: Tap creature to untap a permanent. Use only if enchanted creature is white and only once each turn.

Nature's Kiss EC C ●●● 1● WL
●: Remove top card in your graveyard from the game: Enchanted creature gets +1/+1 until end of t urn.

Nature's Lore SOR U ●●● 1● IA,5th
Search your library for one forest and put it in play.

Nature's Resurgence SOR R ●●● 2●● WL
Each player draws a number of cards equal to the number of creature cards in his or her graveyard.

Nature's Revolt EN R ●●● 3●● TM
All lands are 2/2 creatures.

Nature's Wrath EN R ●●●● 4●● AI
During your upkeep, pay ● or bury Nature's Wrath. Whenever a player puts a Swamp or black permanent into play, he sacrifices a Swamp or black permanent. Whenever a player puts an Island or a blue permanent into play, he sacrifices an Island or a blue permanent.

Needle Storm SOR U ●● 3● TM
Needle Storm deals 4 damage to each creature with flying.

Nettletooth Djinn SC U ●●● 3● MG
During your upkeep, Nettletooth Djinn deals 1 damage to you. 4/4.

Niall Silvain SC R ●● ●●● DK
●●●●, ●: Regenerate target creature. 2/2.

Night Soil EN C ●●● ●● FE
●: Take two creatures in any graveyard and remove them from the game to put a Saproling token, a 1/1 green creature, in play

Nurturing Licid SC U ●●● 1● TM
●, ●: Licid loses this ability and becomes a creature enchantment that reads "●: Regenerate enchanted creature" instead of a creature. Move Licid onto target creature. You may pay ● to end this effect. 1/1

Overrun SOR U ●●●● 2●●● TM
All creatures you control get +3/+3 and gain trample until end of turn.

Pale Bears SC R ●●● 2● IA
Islandwalk. 2/2.

Panther Warriors SC C ●●● 1● VS
6/3.

People of the Woods SC U ●● ●● DK
=number of forests you control. 1/.

Pincher Beetles SC C ●●● 2● TM
Pincher Beetles cannot be the target of spells or abilities. 3/1

Pixie Queen SC R ●● 2●● LG
●●●, ●: Give target creature flying until end of turn. 1/1

Powerleech EN U ●●● ●● AQ
Gain 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid.

Pradesh Gypsies SC C ●● 2● LG,4th,5th
1●, ●: Give target creature -2/-0 until end of turn. 1/1

Preferred Selection EN R ●●● 2●● MG
At the beginning of your draw phase, look at the top two cards of your library and choose one. Put that card on the bottom of your library, or sacrifice Preferred Selection and pay 2●● to draw the card.

Primal Order EN R ●●●● 2●● HL,5th
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he controls.

Pygmy Allosaurus SC R ●●● 3● IA
Swampwalk. 2/2.

Pyknite SC C ●● 2● IA
Draw a card at start of the turn after Pyknite comes into play. 1/1

Quirion Druid SC R ●●● 2● VS
●, ●: Target land becomes a 2/2 green creature permanently. That land still counts as a land. 1/2.

Quirion Elves SC C ●●●● 3● MG
When you play Quirion Elves, choose a color. ●: Add one mana of the chosen color to your mana pool. ●: Add ● to your mana pool. 1/1.

Quirion Ranger SC C ●●● ● VS
Return a forest you control to owner's hand: Untap target creature. Use this ability only once each turn. 1/1.

Rabid Wombat SC U ●●● 3●● LG,CH,5th
+2/+2 for each enchantment on it. Does't trap when attacking. 5/5

Radjan Spirit SC U ●●● 3● LG 4th 5th
● Target creature loses flying ability until turn ends. 3/2

Rampant Growth SC C ●●● 1● MG,TM
Search your library for a basic land card and put it into play, tapped.

Reality Anchor INS C ●● 3● TM
Target creature loses shadow until end of turn. Draw a card.

Reap INS U ●●● 1● TM
Return any number of target cards from your graveyard to your hand. You cannot choose more cards than the number of black permanents target opponent controls.

• **Rebirth** SOR R ●● 3●●● LG,4th
Each player may be healed to 20 life. Any player so choosing antes an additional card from top of his library. Remove if not playing for ante.

Recycle EN R ●●●● 4●● TM
Skip your draw phase. Whenever you play a card, draw a card. During your discard phase, choose and discard all but two cards.

Redwood Treefolk SC C ●● 4● WL
3/6

Regeneration EC C ●● 1● L,U,R,4TH,IA,MG,5th
●: Regenerate enchanted creature.

• **Regrowth** SOR U ●●●●● 3● L,U,R
Bring a card from your graveyard into your hand

Reincarnation INS U ●●● 1●● LG
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of its owner.

Renewal SOR C ● 2● HL
Sacrifice a land to search your library and put a basic land into play. Comtrip.

Respite INS C ●●● 1● TM
Creatures deal no combat damage this turn. Gain 1 life for each attacker.

Revelation EW R ●● ● LG, CH
All players play with their hands face up.

Rime Dryad SC C ●● ● IA
Snow-covered forestwalk. 1/2.

Ritual of Subdual EN R ●● 4●● IA
CU: 2 All mana-producing lands now produce colorless mana.

River Boa SC C ●●●● 3● VS
Islandwalk. ●: Regenerate. 2/1.

Rogue Elephant SC C ●●● ● WL
When Elephant comes into play, sacrifice a forest or bury Elephant. 3/3

Root Maze EN R ●● ● TM
All artifacts and lands come into play tapped.

Rootbreaker Wurm SC C ●● 5●● TM
Trample. 6/6.

Roots EC U ●● 3● HL
Tap target creature without flying. That creature does not untap.

Roots of Life EN U ●●● 1●● MG
Choose islands or swamps. Whenever a land of the chosen type that target opponent controls becomes tapped, gain 1 life.

Root Spider SC U ● 3● HL
If assigned as a blocker, Spider gains first strike and +1/+0. 2/2.

Rootwalla SC C ●●● 2● TM
1●: Rootwalla gets +2/+2 until end of turn. Use this ability only once each turn. 2/2.



Poor Natural Selection. This card has great artwork, but WotC keeps coming out with better cards that do something similar. Visions, Brainstorm, Portent, Sylvan Library, Mirri's Guile…It seems like Natural Selection has become less useful with each expansion. So the more *Magic* cards that have been created, the more Natural Selection has diminished in value. What would Darwin have to say about that?

Rowen EN R ●●● 2●● VS
During your draw phase, reveal the first card you draw to all players. If that card is a basic land, draw a card.

Rust INT C ● ● LG
Counter target artifact effect that requires an activation cost.

Rysorian Badger SC R ●● 2● HL
If Badger is not blocked, you may have it deal no damage this turn. Instead, remove from the game no more than two creatures from opponent's graveyard. Gain one life for each creature removed. 2/2.

Sabertooth Cobra SC C ●● 2●● MG
A player damaged by Sabertooth Cobra gets a poison counter. During that player's next upkeep, he gets another poison counter unless he pays 2 before then to prevent this effect. 2/2.

Sandstorm INS C ●● ● AN,4th,MG
Do one damage to all attacking creatures.

Savaen Elves SC C ● ● DK
●●, ●: Destroy target enchant land. 1/1.

Scaled Wurm SC C ●● 2● IA,5th
7/6

Scarwood Bandits SC R ●●● 2●● DK
Forestwalk. 3●, ●: Control target artifact. Opponent may counter this by paying two. You lose control of artifact if Bandits leave play. 2/2.

Scarwood Hag SC U ●●● 3●● DK
●●●●, ●: Give target creature forestwalk until end of turn. ●: Remove forestwalk from target creature until end of turn. 1/1.

Scavenger Folk SC C ●●● ● DK,CH,5th
1●: Sacrifice Scavenger Folk to destroy target artifact. 1/1.

Scragnoth SC U ●●● 4●● TM
Protection from blue. While Scragnoth is being cast, it cannot be countered. 3/4.

Scryb Sprites SC C ●● ● L,U,R,4th,5th
Flying. 1/1.

Seedling Charm INS C ●●● ● MG
Return target creature enchantment to owner's hand; or regenerate a green creature; or target creature gains trample until end of turn.

Seeds of Innocence SOR R ●●● 1●● MG
Bury all artifacts. Each artifact's controller gains an amount of life equal to that artifact's casting cost.

Seeker of Skybreak SC C ●●●● 1● TM
●: Untap target creature. 2/1.

Serene Heart INS C ●● 1● MG
Destroy all local enchantments.

Shambling Strider SC C ●●● 3●● IA
●●, +1/-1 until end of turn. 5/5.

Shanodin Dryads SC C ●● ● L,U,R,4th,5th
Forestwalk. 1/1.

Sheikh Brownie SC C ● 1● LG
●: Remove banding ability from target creature until end of turn. 1/1.

Shrink INS C ●● ● HL,5th
Target creature gets -5/-0 until the end of turn.

Singing Tree SC R ●●● 3● AN
●: Reduce attacking creature's power to 0 until end of turn. 0/3.

Skyshroud Elf SC C ●●● 1● TM
●: Add ● to your mana pool. 1●: Add ✱ or ● to your mana pool. 1/1.

Skyshroud Ranger SC C ●● ● TM
●: Choose a land in your hand and put it into play. Play as a sorcery. 1/1.

Skyshroud Troll SC C ●●● 2●● TM
1●: Regenerate Skyshroud Troll. 3/3

Snowblind EC R ● 3● IA
Target creature gets -*/-*. * is the number of snow-covered lands the defender controls when creature attacks. Otherwise, * equals number of snow-covered lands creature's controller owns.

Spectral Bears SC U ●●● 1● HL
If Bears is declared as an attacker and defending player controls no black cards, Bears do not untap as normal next untap phase. 3/3.

Spider Climb EC C ●●● ● VS
You may play Spider Climb as an instant; if you do, bury it at end of turn. Creature gets +0/+3 and can block creatures with flying.

Spike Drone SC C ●● ● TM
Spike Drone comes into play with one +1/+1 counter on it. 2●, Remove a +1/+1 counter from Drone: Put a +1/+1 counter on target creature. 0/0.

Spitting Slug SC U ●● 1●● DK
1●: First strike until end of turn. If this ability is not used, every creature in combat with Slug gains first strike until end of turn. 2/4

Splintering Wind EN C ●●● 2●● AI
2●: Do one damage to target creature. Put a Splinter token into play. Treat as a 1/1 flying green creature and CU: ●. If this token leaves play, it deals one damage to you and to each creature you control.

Spore Cloud INS C ●●● 1●● FE
Tap all blocking creatures. No creatures in combat do 0 damage. No creatures now in combat untap as normal during their controller's next untap phase.

Spore Flower SC U ●● ●● FE
Put a counter on Flower during upkeep. Remove three counters from Flower to prevent creatures from dealing damage in combat. 0/1.

Stalking Tiger SC C ●● 3●● MG
Stalking Tiger cannot be blocked by more than one creature. 3/3.

Stampede INS R ●●● 3●● IA,5th
All attacking creatures get trample and +1/+0 until end of turn.

Stampeding Wildebeests SC U ●●● 3●● VS
Trample. During your upkeep, return a green creature you control to owner's hand. 5/4.

Storm Seeker INS U ●●●● 3●● LG, CH
Do 1 point of damage to opponent for every card he has in hand.

Storm Front EN U ●●● ● TM
●●: Tap target creature with flying.

Stream of Life SOR C ●●● 2● L,U,R,4th,5th
Target player gains X life.

Striped Bears SC C ●● 2● WL
When Striped Bears comes into play, draw a card. 2/2.

Stunted Growth SOR R ●●● 3●● IA
Target player must put three cards from his hand on top of his library.

Subdue INS C ●● ● LG
Target deals 0 damage. It gets +0/+X, where X is its casting cost.

Summer Bloom SOR U ●● 1● VS
You may play up to three additional lands this turn.

Superior Numbers SOR U ●● ●● MG
Deal to target creature 1 damage for each creature you control in excess of the number of creatures target opponent controls.

Sylvan Hierophant SC U ●●● 1● WL
If Sylvan Hierophant is put into any graveyard from play, remove Sylvan Hierophant from the game, then return a creature card from your graveyard to your hand. 1/2.

Sylvan Library EN R ●●●● 2●● LG,4th,5th
You may draw 2 extra cards during your draw phase, then either put two of the cards drawn this turn back or sacrifice 4 lives per card not replaced.

Sylvan Paradise INS U ● ● LG
Change the color of one or more creatures to green until end of turn.

Tarpan SC C ●● ● IA,5th
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.

Taste of Paradise SOR C ●●● 3● AI
Gain 3 life. Gain 3 life for each 1● you pay over the casting cost.

Thallid SC C ●●● ● FE
Put a counter on Thallid during upkeep. Remove 3 counters to put a Saproling token, which is a 1/1 green creature, in play. 1/1.

Thallid Devourer SC U ●● 1●● FE
Put a counter on Thallid Devourer during upkeep. Remove 3 counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling: +1/+2 until end of turn. 2/2.

Thelonite Druid SC U ●●● 2● FE
1●, ●: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.

Thelonite Monk SC R ●●● 2●● FE
●: Sacrifice a green creature to turn a land into a basic forest. 1/2.

Thelon's Chant EN U ●● 1●● FE
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.

Thelon's Curse EN R ●● ●● FE
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay 4 to untap one and only one creature.

Key

• Restricted
• Banned
• Banned in Type 1.5 only
• Banned in Extended only

ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

MAGIC The Gathering®

players guide

Thermokarst SOR U ●●● {3}{●●} IA
Destroy target land. You gain one life if that land is snow-covered.

Thicket Basilisk SC U ●●● {3}{●●} L,U,R,4th,5th
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.

Thorn Thallid SC C ●●● {1}{●●} FE
During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. 2/2.

Thoughtleech EN U ●●● {●●} IA
Gain 1 life whenever target opponent taps an island.

Timber Wolves SC R ●● {●} L,U,R,4th
Bands. 1/1.

Tinder Wall SC C ●●●● {●} IA
Sacrifice: Add {●}{●}. {●}, Sacrifice: Do 2 damage to creature it blocks. 0/3.

Titania's Song EN U ●●● {3}{●} AQ,R,4th,5th
Every non-creature artifact loses its abilities and becomes an artifact creature with power and toughness equal to its casting cost.

Tornado EN R ● {4}{●} AI
CU: {●}. {2}{●}: Pay three life for each counter on Tornado. Destroy target permanent and put a counter on Tornado. Use only once each turn.

Touch of Vitae INS U ●● {2}{●} IA
Target is unaffected by summoning sickness and may untap an extra time. Contrip.

Tracker SC R ●●● {1}{●●} DK
{●}{●}, {●}: Do damage in power to target creature. Target creature does damage equal to its power to Tracker. 2/2.

Trailblazer INS R ●●● {2}{●●} IA
Target creature may not be blocked this turn.

Trained Armodon SC C ●● {1}{●●} TM
3/3.

Tranquil Domain INS C ●●●● {1}{●} MG
Destroy all global enchantments.

Tranquil Grove EN R ●●●● {1}{●} WL
{1}{●●}: Destroy all other enchantments.

Tranquility SOR C ●●●● {2}{●} L,U,R,4th,5th,TM
Destroy all enchantments in play.

Tropical Storm SOR U ●●● {X}{●} MG
Do X damage to all flying creatures and 1 damage to all blue creatures.

Trumpeting Armodon SC U ●●● {3}{●} TM
{1}{●}: Target creature blocks Trumpeting Armodon this turn if able. 3/3.

Tsunami SOR U ●●● {3}{●} L,U,R,4th,5th
Destroy all islands in play.

Typhoon SOR R ●● {2}{●} LG
Do 1 damage to opponent for each island he controls.

Uktabi Efreet SC C ●● {3}{●●} WL
CU: {●}. 5/4.

Uktabi Faerie SC C ●● {1}{●} MG
Flying. {3}{●}, Sacrifice Uktabi Faerie: Destroy target artifact. 1/1.

Uktabi Orangutan SC U ●● {2}{●} VS
When Uktabi Orangutan comes into play, destroy target artifact. 2/2.

Uktabi Wildcats SC R ●●● {3}{●} MG
* is number of forests you have. {●}, Sacrifice forest: Regenerate. */*.

Undergrowth INS C ●● {●} AI
No creatures deal damage in combat this turn. If you pay {2}{●} in addition to casting cost, Undergrowth doesn't affect red creatures.

Unseen Walker SC U ●●● {3}{●} MG
Forestwalk. {3}{●●}: Target creature gains forestwalk 'til end of turn. 1/1.

Untamed Wilds SOR U ●●● {2}{●} LG,4th,5th
Search your library for one basic land and put it in play.

Unyaro Bee Sting SOR U ●● {3}{●} MG
Unyaro Bee Sting deals 2 damage to target creature or player.

Venom EC C ●●● {3}{●●} DK,4th,5th
All non-wall creatures in combat with target are destroyed after combat.

Venomous Breath INS U ●●● {3}{●} IA
All creatures in combat with target are destroyed after combat.

Verdant Force SC R ●● {5}{●●●} TM
During each player's upkeep, that player puts a Saproling token into play. Treat this token as a 1/1 green creature. 7/7.

Verdigris INS U ●●● {2}{●} TM
Destroy target artifact.

Verduran Enchantress SC R ●● {1}{●●} L,U,R,4th,5th
Draw a card each time you cast an enchantment. 0/2.

Veteran Explorer SC U ●● {●} WL
If Explorer is put into any graveyard from play, each player may search his or her library for up to two basic lands and put those lands into play. 1/1.

Village Elder SC C ●● {●} MG
{●}, {●}: Sacrifice a forest: Regenerate target creature. 1/1.

Vitalize INS C ●●● {●} WL
Untap all creatures you control.

Waiting in the Weeds SOR R ●●● {1}{●●} MG
Each player puts a 1/1 green cat token into play for each of his untapped forests.

Wall of Brambles SC U ●● {2}{●} L,U,R,4th,5th
{●}: Regenerates. 2/3.

Wall of Ice SC U ●● {2}{●} L,U,R,4th
0/7.

Wall of Pine Needles SC U ●● {3}{●} IA
{●}: Regenerate. 3/3.

Wall of Roots SC C ●●● {1}{●} MG
Put a -0/-1 counter on Wall of Roots: Add {●} to your mana pool. Use this ability only once each turn. 0/5.

Wall of Wood SC C ● {●} L,U,R,4th
0/3.

Wanderlust EC U ●● {2}{●} L,U,R,4th,5th
Do 1 damage to controller of target creature during upkeep.

War Mammoth SC C ●●● {3}{●} L,U,R,4th,5th
Trample. 3/3.

Warthog SC C ●●● {3}{●●} VS
Swampwalk. 3/2.

Web EC R ●● {●} L,U,R,4th
Target creature gains +0/+2 and may block flying creatures.

Whippoorwill SC U ●●● {●} DK
{●}{●}, {●}: Target may not regenerate or be to target of damage-preventing effects. If target goes to graveyard, remove it from the game. 1/1.

Whirling Dervish SC U ●●● {●}{●} LG,4th,5th
Protection from black. Gains +1/+1 if it damages opponent. 1/1.

Whip Vine SC C ●● {2}{●} AI
Can block flying creatures. You may choose not to untap Vine during untap phase. {●}: Tap target flying creature blocked by Whip. Creature does not untap as normal as long as Vine remains tapped. 1/4.

Whiteout INS U ●●● {1}{●} IA
All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to hand.

Wiitigo SC R ●● {3}{●●●} IA
Put six +1/+1 counters on Wiitigo. During your upkeep, put a +1/+1 counter on Wiitigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Wiitigo. 0/0.

Wild Elephant SC C ●●● {3}{●} MG
Trample. 3/3.

Wild Growth EL C ●● {●} L,U,R,4th,IA,5th
Target land provides an extra {●} when tapped for mana.

Willow Faerie SC C ●● {1}{●} HL
Flying. 1/2.

Willow Priestess SC R ●●● {2}{●●} HL
{●} Take Faerie from your hand and put it directly into play. {2}{●}: Target green creature gains protection from black until the end of turn. 2/2.

Willow Satyr SC R ●● {2}{●●} LG
{●}: Gain control of target legend. Lose control of this legend if Satyr untaps or leaves your control. You may leave Satyr tapped. 1/1.

Wind Shear INS U ●● {2}{●} VS
All attacking flying creatures get -2/-2 and lose flying 'til end of turn.

Winter Blast SOR U ●●● {X}{●} LG,4th,5th
Tap X target creatures. Do 2 damage to each target flying creature .

Winter's Grasp SOR U ●●● {3}{●●} TM
Destroy target land.

Wolverine Pack SC C ●● {3}{●●} LG,5th
Rampage: 2, 2/4.

Wood Elemental SC R ● {3}{●} LG
Sacrifice * untapped forests when casting Wood Elemental. */*.

Woolly Mammoths SC C ●● {3}{●●} IA
Gains trample if you control any snow-covered lands. 3/2.

Woolly Spider SC C ●●● {3}{●●} IA
Does not fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.

Worldly Tutor INS U ●●● {●} MG
Search your library for a creature card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.

Wormwood Treefolk SC R ●●● {3}{●●} DK
{●}{●}: Forestwalk until end of turn and you take 2 damage {●}{●}: Swampwalk until end of turn and you take two damage. 4/4.

Wyluli Wolf SC C ●● {1}{●} AN,5th
{●} Give a creature +1/+1 until end of turn. 1/1.

Yavimaya Ancients SC C ●● {5}{●●} AI
{●}: +1/-2 until end of turn. 2/7.

Yavimaya Ants SC U ●●●● {2}{●●} AI
Trample. CU: {●}{●}. Unaffected by Summoning Sickness. 5/1.

Yavimaya Gnats SC U ●●● {2}{●} IA
Flying. {●}: Regenerate. 0/1.

RED

Active Volcano INS C ● {●} LG, CH
Destroy a blue permanent or return an island to owner's hand.

Ærathi Berserker SC U ●● {2}{●●●} LG
Rampage: 3. 2/4.

Æther Flash EN U ●●● {3}{●●} WL
When any creature comes into play, Flash deals 2 damage to that creature.

Aftershock SOR C ●●● {2}{●●} TM
Destroy target artifact, creature, or land. Aftershock deals 3 damage to you.

Agent of Stromgald SC C ●● {●} AI
{●}: Add {●} to your mana pool. 1/1.

Agility EC C ●●● {1}{●} MG
Enchanted creature gets +1/+1 and gains flanking.

Aggression EC U ●●● {2}{●} IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.

Aladdin SC R ●●● {2}{●●} AN, CH
{1}{●●}: Steal an artifact. 1/1.

Aleatory INS U ●● {1}{●} MG
Flip a coin; tfyou win, target creature gets +1/+1 until end of turn. Contrip.

Ali Baba SC U ●● {●} AN,4th
{●}: Tap a wall. 1/1.

Aliban's Tower INS C ●● {1}{●} HL
Target defending creature gains +3/+1 till end of turn.

Ali from Cairo SC R ●●●●● {2}{●●} AN
You cannot be reduced below one life due to damage. 0/1.

Ambush INS C ●● {3}{●} HL
All blocking creatures get first strike.

Ambush Party SC C ●● {4}{●} HL,5th
First strike. May attack the turn it comes into play on your side. 3/1.

An-Zerrin Ruins EN R ●● {2}{●●} HL
A creature type of your choice does not untap during untap phase.

Anaba Ancestor SC R ●● {1}{●} HL
{●}: Target Minotaur gets +1/+1 till end of turn. 1/1

Anaba Bodyguard SC C ●● {1}{●} HL
First strike. 2/3.

Anaba Shaman SC C ●●● {3}{●} HL
{●}, {●}: Do 1 damage to target creature or player. 2/2.

Anaba Spirit Crafter SC R ●● {2}{●●} HL
All minotaurs get +1/+0. 1/3.

Anarchy SOR U ●●●● {2}{●●} IA
Destroy all white permanents.

Ancient Runes EN U ●● {2}{●} TM
During each player's upkeep, Ancient Runes deals 1 damage to that player for each artifact he or she controls.

Apocalypse SOR R ●● {3}{●●●} TM
Remove all permanents from the game. Discard your hand.

Armorer Guildmage SC C ●● {●} MG
{●}, {●}: Target creature gets +1/+0. {●}, {●}: Target gets +0/+1. 1/1.

Artifact Blast INT C ● {●} AQ
Counter an artifact as it is being cast.

Atog SC C ●●● {1}{●} AQ,R,5th
{●}, Sacrifice an artifact: +2/+2. 1/2.

Avalanche SOR U ● {3}{●●●} IA
Destroy X snow-covered lands.

Backdraft INS U ●● {1}{●} LG
Do half the damage (round down) done by one sorcery to its caster.

Balduvian Barbarians SC C ●● {1}{●●} IA
3/2.

Balduvian Horde SC R ●●●● {3}{●●} AI
When Horde enters play, randomly discard a card or bury Horde. 5/5.

Balduvian Hydra SC R ●● {X}{●●} IA
Put X +1/+0 counters on Hydra when it comes into play. {●}: Remove a +1/+0 counter to prevent 1 damage to Hydra. {●}{●}: Put a +1/+0 counter on Hydra during your upkeep. 0/1.

Balduvian War-Makers SC C ●● {4}{●} AI
Rampage: 1. War-Makers is unaffected by summoning sickness. 3/3.

Ball Lightning SC R ●●● {●}{●●} DK,4th,5th
Trample. Ball Lightning is unaffected by summoning sickness. Bury Ball Lightning at end of turn in which it comes into play. 6/1.

Barbarian Guides SC C ●● {2}{●} IA
{2}{●}, {●}: Give target creature snow-covered landwalk ability of your choice until end of turn. Return creature to its owner's hand at end of turn. 1/2.

Barbed Sliver SC U ●●● {2}{●} TM
Each Sliver gains "{●}: This creature gets +1/+0 until end of turn." 2/2.

Barreling Attack INS R ●●● {2}{●●} MG
Target creature gains trample until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it.

Battle Frenzy INS C ●●● {3}{●} IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.

Beasts of Bogardan SC U ●●● {4}{●} LG, CH
Protection from red. Gets +1/+1 if opponent controls white cards. 3/3

Bestial Fury EC C ●●● {2}{●} AI
If enchanted creature attacks and is blocked, it gains trample and gets +4/+0 until end of turn. Contrip.

Betrothed of Fire EC C ● {1}{●} WL
Sacrifice an untapped creature: Enchanted creature gets +2/+0 until end of turn. Sacrifice enchanted creature: All creatures you control get +2/+0 until end of turn.

Bird Maiden SC C ● {2}{●} AN,4th,5th
Flying. 1/2.

KILLED COMBOS





Fungasaur and Pestilence: Besides being great fun to say, Fungasaur could be a potent creature back when he could get multiple counters in one turn. Every time Fungie would take a hit, he'd get bigger. With repeated Pestilence blows, you could quickly balloon your plant-critter into a fungal terror. Now go on——say "Fungasaur" in a deep voice. See?

Blazing Effigy SC C ●● ●● LG
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. If it was killed by another Effigy, it also does damage equal to the damage done to that Effigy. 0/3.

Blind Fury INS U ●● ●●● MG
All creatures lose trample until end of turn. Double all combat damage assigned to creatures this turn.

Blistering Barrier SC C ●● ●● MG
Counts as a wall. 5/2.

Blood Frenzy INS C ●●● ●● TM
Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature.

Blood Lust INS C ●●● ●● LG,4th,5th
Target creature gets +4/-4. Its toughnes does not go below 1.

Blood Moon EN R ●●●● ●● DK, CH
Treat all non-basic lands as basic mountains.

Bloodrock Cyclops SC C ●●● ●● WL
Bloodrock Cyclops attacks each turn if able. 3/3.

Bogardan Firefiend SC C ●●● ●● WL
If Bogardan Firefiend is put into any graveyard from play, it deals 2 damage to target creature. 2/1.

Bogardan Phoenix SC R ●● ●●●● VS
Flying If Phoenix is put into any graveyard from play and has no counter on it, return Phoenix to play and put a counter on it; if Phoenix is put into any graveyard and has a counter on it, remove it from the game. 3/3.

Boil INS U ●●● ●● TM
Destroy all islands.

Boiling Blood INS C ●● ●● WL
Target creature attacks this turn if able. Draw a card.

Bone Shaman SC C ●● ●●● IA
●: Creatures damaged by Bone Shaman this turn can't regenerate. 3/3

Brand of Ill Omen EC R ●● ●● IA
CU: ●. Target creature's controller may not cast summon spells.

Brassclaw Orcs SC C ●● ●● FE,5th
Cannot be assigned to block creatures of power greater than 1. 3/2

Brothers of Fire SC C ●● ●●● DK,4th,5th
●●●: Do one damage to any target and one damage to you. 2/2

Brute, The EC C ●● ●● LG,4th,5th
Target creature gains +1/+0. ●●●: Regenerates.

Builder's Bane SOR C ●●● ●●● MG
Destroy X target artifacts. For each artifact put into the graveyard in this way, Builder's Bane deals 1 damage to that artifact's controller.

Burnout INT U ●●● ●● AI
Counter target blue spell. Cantrip.

Burning Palm Efreet SC U ●● ●●● MG
●●●: Do 2 damage to a flying creature; it loses flying for this turn. 2/2

Burning Shield Askari SC C ●●●● ●● MG
Flanking. ●●: First strike until end of turn. 2/2.

Burrowing EC C ●● ● LU,R,4th
Target creature gains mountainwalk.

Canyon Drake SC R ● ●●● TM
Flying ●, Discard a card at random: Canyon Drake gets +2, +0 until end of turn 1/2.

Canyon Wildcat SC C ●●● ●● TM
Mountainwalk. 2/1.

Cave People SC U ●● ●●● DK,4th,5th
People get +1/2 until end of turn when they are attacking. ●●●, ●: Give target creature mountainwalk until end of turn. 1/4

Caverns of Despair EN R ●● ●●● LG
No player may attack or block with more than two creatures each turn.

Chain Lightning SOR C ●●●● ● LG
Do 3 damage to any target. The target or target's controller may pay ●● for Chain Lightning to do 3 damage to a target of his choosing.

Chandler SL C ●● ●● HL
●●●, ●: Destroy target artifact creature 3/3

Chaos Charm INS C ●●● ● MG
Target creature is unaffected by summoning sickness this turn; or Chaos Charm deals 1 damage to a creature; or destroy target wall

Chaos Harlequin SC R ●● ●●● AI
●: Remove top card of your library from game. If it's a land, Harlequin gets -4/-0 until end of turn; otherwise, Harlequin gets +2/+0. 2/4.

Chaosland INT R ● ● LU,R,4th
Changes the color of a card being played or in play to red.

Chaos Lord SC R ●● ●●●● IA
First strike Chaos Lord is unaffected by summoning sickness, but not the first time it comes into play. If the number of permanents in play is even during your upkeep, opponent gains control of Chaos Lord. 7/7.

Chaos Moon EN R ●● ●● IA
If the number of permanents during an upkeep is odd, all red creatures gain +1/+1 and all mountains produce an additional ●. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.

Chaosphere EW R ●●● ●● MG
Creatures with flying cannot block creatures without flying. Creatures without flying can block creatures with flying.

Chaotic Goo SC R ●● ●●● TM
Chaotic Goo comes into play with three +1/+1 counters on it. During your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to Chaotic Goo. Otherwise, remove a +1/+1 counter from it 0/0.

Cinder Cloud INS U ●●● ●●● MG
Destroy target creature. If the creature is white, Cinder Cloud deals to that creature's controller damage equal to the creature's power.

Cinder Giant SC U ●● ●● WL
During your upkeep, Cinder Giant deals 2 damage to each other creature you control. 5/3.

Cinder Wall SC C ●● R WL
If Cinder Wall blocks, destroy it at end of combat. 3/3.

Cone of Flame SOR U ●●● ●●● WL
Choose three target creatures and/or players. Cone of Flame deals 1 damage to the first, 2 damage to the second, and 3 damage to the third.

Conquer EC U ●●● ●●● IA,5th
Take control of target land.

Consuming Ferocity EC U ●● ●● MG
Play on a non-Wall creature. Creature gets +1/+0. During your upkeep, put a +1/+0 counter on creature. At the end of any upkeep, if that creature has three of these counters on it, bury the creature and it deals to its controller an amount of damage equal to its power.

Crevasse EN U ● ●● LG
Creatures with mountainwalk may be blocked.

Crimson Hellkite SC R ●●● ●●●● MG
Flying ✕, ●: Do X damage to target creature. Spend red mana only. 6/6.

Crimson Kobolds SC C ● ● LG
Crimson Kobolds are red creatures. 0/1.

Crimson Manticore SC R ●● ●●● LG,4th,5th
Flying. ●, ●: Do 1 damage to an attacking or blocking creature. 2/2.

Crimson Roc SC U ●● ●● MG
Flying If Roc blocks a non-flying creature, it gets +1/+0 and first strike until end of turn. 2/2.

Crookshank Kobolds SC C ● ● LG
Crookshank Kobolds are red creatures. 0/1

Crown of Flames EC C ●●● ● TM
●: Enchanted creature gets +1/+0 until end of turn. ●: Return Crown of Flames to owner's hand.

Curse of Marit Lage EN R ●●● ●●● IA
Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.

Deadshot SOR R ●● ●● TM
Tap target creature. That creature deals damage equal to its power to another target creature.

Death Spark INS U ●● ● AI
Do 1 damage to any target. At end of upkeep, if Spark is in your grav-yard with a creature directly above it, you may pay ● to pick up Spark.

Desert Nomads SC C ●● ●● AN
Desertwalk Immune to damage from Deserts. 2/2.

Desperate Gambit INS U ●● ● WL
Flip a coin, target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, double the damage dealt by a source you control. Otherwise, prevent all damage from that source.

Detonate SOR U ●●● ✕● AQ,4th,5th
Destroy target artifact and do X damage to its controller. X is the casting cost of the artifact

Disharmony INS R ●● ●● LG
Untap target attacking creature and gain control of it until end of turn.

Disintegrate SOR C ●●●● ✕● L,U,R,4th,5th
Do X damage to target. If target dies this turn, remove it from game.

Dragon Whelp SC U ●●● ●●● L,U,R,4th
Flying ● -1 -0: if more than ●●●● is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3

Dwarven Armorer SC R ●● ● FE
●, ●: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.

Dwarven Armory EN R ●●● ●●● IA
●: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.

Dwarven Berserker SC C ●● ●● WL
If Berserker is blocked, it gets +3/+0 & gains trample until turn ends. 1/1.

Dwarven Catapult INS U ●● ✕● FE,5th
Do X damage, divided evenly among all of opponent's creatures

Dwarven Demolition Team SC U ●● ●● L,U
●: Destroy target wall. 1/1.

Dwarven Lieutenant SC U ●● ●● FE
●●: Give target Dwarf +1/+0 until end of turn. 1/2.

Dwarven Miner SC U ●●● ●● MG
●●, ●: Destroy target nonbasic land. 1/2.

Dwarven Nomad SC C ●●● ●● MG
●: Target creature with power 2 or less is unblockable this turn 1/1.

Dwarven Pony SC R ● ● HL
●, ●: Target Dwarf gets mountainwalk until the end of turn. 1/1.

Dwarven Sea Clan SC U ●● ●● HL
●: At the end of combat, Do 2 damage to target attacking or blocking creature. Only use if creature's controller controls any islands. 1/1.

Dwarven Soldier SC C ●● ●● FE,5th
If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. 2/1

Dwarven Song INS U ● ● LG
Change color of any number of target creatures to red until end of turn.

Dwarven Thaumaturgist SC R ●●● ●● WL
●: Switch power and toughness of target creature until end of turn Effects that alter that creature's power alter its toughness instead, and vice versa, until end of turn. 1/2.

Dwarven Trader SC C ● ● HL
1/1

Dwarven Vigilantes SC C ●● ●● VS
If Dwarven Vigilantes attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, Vigilantes deals an amount of damage equal to its power to target creature. 2/2

Dwarven Warriors SC C ●●● ●● L,U,R,4th,5th
●: Target creature of power no greater than 2 becomes unblockable 1/1.

Dwarven Weaponsmith SC U ●● ●● AQ,R
●, Sacrifice an artifact: Add a +1/+1 counter to target creature. 1/1.

Earthbind EC C ●● ● L,U,R
Do 2 damage to and remove flying ability from target flying creature.

Earth Elemental SC U ●● ●●● L,U,R,4th
4/5

Earthquake SOR R ●●●● ✕● L,U,R,4th,5th
Do X damage to all players and non-flying creatures in play

Elkin Lair EW R ●● ●● VS
Dunng each player's upkeep, that player chooses a random card from his hand and sets it aside face up. The player may play that card as though it were in his hand If the player doesn't play the card by end of turn, bury it.

Ekundu Cyclops SC C ●●● ●● MG
If any creature you control attacks, Cyclops also attacks if able. 3/4.

Emberwilde Djinn SC R ●●● ●●● MG
Flying. During each player's upkeep, he or she may pay ●● or 2 life to gain control of Emberwilde Djinn. 5/4.

Enraging Licid SC U ●● ●● TM
●, ●: Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature is unaffected by summoning sickness" instead of a creature. Move Enraging Licid onto target creature. You may pay ● to end this effect. 1/1.

Enslaved Scout SC C ●● ●● AI
●: Mountainwalk until end of turn. 2/2.

Eron the Relentless SL U ●●●● ●●● HL
●●●: Regenerates. Unaffected by summoning sickness. 5/2.

Errantry EC C ●●● ●● IA,5th
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.

Eternal Flame SOR R ● ●●● DK
Do X damage to target opponent, where X is the number of mountains you control. Lose half that amount of life, rounding up.

Eternal Warrior EC C ●●●● ● LG,4th,5th
Target creature does not tap to attack.

Evaporate SOR U ●● ●● HL
Deal 1 damage to each blue and white creature.

• Falling Star SOR R ● ●● LG
Flip Falling Star onto playing area. Star must rotate 360°. Any creature Star touches takes 3 damage and taps if it survives.

False Orders INS C ●●● ● L,U
Choose if and how one defending creature blocks. The block, if any, must be legal Play after defense is chosen but before damage is dealt.

Feint INS C ● ● LG
Tap all creatures blocking target creature. Target deals no damage.

Fervor EN R ●●● ●● WL
All creatures you control are unaffected by summoning sickness.

Final Fortune INS R ●●● ●●● MG
Take another turn. You lose the game at the end of that turn

Fire Drake SC U ●● ●●● DK,CH,5th
Flying. ●: +1/+0. Only one ● can be used in this manner. 1/2.

Fire Elemental SC U ●● ●●● L,U,R,4th
5/4.

Fire Whip EC C ●●●● ●● WL
Play only on a creature you control. Enchanted creature gains the ability: "●: Do 1 damage to target creature or player." Sacrifice Fire Whip: Fire Whip deals 1 damage to target creature or player.

Fireball SOR C ●●●● ✕● L,U,R,4th,5th
Do X damage, divided evenly among any number of targets (round down). Pay one for each target beyond the first.

Fireblast INS C ●●● ●●● VS
You may sacrifice two mountains instead of paying Fireblast's casting cost. Fireblast deals 4 damage to target creature or player.

Firebreathing EC C ●●● ● L,U,R,4th,MG,5th
●: +1/+0.

Firefly SC U ●● ●● TM
Flying. ●: Firefly gets +1/+0 until end of turn. 1/1.

Fireslinger SC C ●●● ●● TM
●: Fireslinger deals 1 damage to target creature or player and 1 damage to you. 1/1.

Firestorm INS R ●●●● ● WL
Discard X cards: Do X damage to each of X creatures and/or players.

Firestorm Phoenix SC R ●●● ●●● LG
Flying. Return Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.

Fissure INS C ●●● ●●● DK,4th
Bury target land or creature.

Fit of Rage SOR C ●● ●● WL
Target creature gets +3/+3 and gains first strike until end of turn.

Flame Elemental SC U ●● ●●● MG
●, ●, Sacrifice Do damage equal to Elemental's power to a creature. 3/2.

Flame Spirit SC U ●● ●● IA,5th
●: +1/+0 until end of turn. 2/3.

ONE-STAR WONDERS



Like Natural Selection, Artifact Blast is a victim of better cards. In the case of the Blast, that better card already existed. While there are times when countering an artifact can be useful, it's generally more worthwhile to use a Shatter. The flexibility of being able to destroy an artifact already on the table makes Shatter and its equivalents infinitely more useful—and renders Artifact Blast proportionately useless.

Restricted **Banned** **Banned in Type 1.5 only** **Banned in Extended only**

ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

key

MAGIC The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Flare INS C ●● 2● IA,MG,5th
Flare does one damage to any target. Cantrip.

Flashfires SOR U ●●● 3● L,U,R,4th,5th
Destroy all plains in play.

Flowstone Giant SC C ●●● 3●● TM
●: Flowstone Giant gets +2/-2 until end of turn. 3/3

Flowstone Salamander SC U ●●● 3●● TM
●: Salamander deals 1 damage to target creature blocking it. 3/4.

Flowstone Wyvern SC R ●●● 3●● TM
Flying. ●: Flowstone Wyvern gets +2/-2 until end of turn. 3/3.

• **Fork** INT R ●●●●● ●● L,U,R
Duplicate a sorcery or instant just cast. You choose the new target.

Frost Giant SC U ●● 3●●● LG
Rampage: 2. 4/4.

Furnace of Rath EN R ●●●● 1●●● TM
Double all damage assigned to any creature or player.

Game of Chaos SOR R ●● ●●● IA,5th
Choose target player and flip a coin. If you win, you gain 1 life and opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.

Giant Strength EC C ●●● ●● LG,4th,5th,TM
Make target creature +2/+2.

Glacial Crevasses EN R ●● 2● IA
●: Sacrifice a snow-covered mountain to have creatures deal no damage in combat this turn.

Glyph of Destruction INS C ● ● LG
Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.

Goblin Artisans SC U ● ● AQ, CH
●: Use only when you cast an artifact. Flip a coin. If opponent wins, your artifact is countered. Otherwise, draw a card. 1/1.

Goblin Balloon Brigade SC U ●●● ● L,U,R,4th
●: Gains flying until end of turn. 1/1.

Goblin Bomb EN R ●● 1● WL
During your upkeep, you may choose to flip a coin. If the flip ends up in your favor put a fuse counter on Goblin Bomb. Otherwise, remove a fuse counter from Goblin Bomb. Remove 5 fuse counters from Goblin Bomb, Sacrifice Goblin Bomb: Do 20 damage to target player.

Goblin Bombardment EN U ●●● 1● TM
Sacrifice a creature: Bombardment deals 1 damage to target creature or player.

Goblin Caves EL C ●● 1●●● DK
If target land is a basic mountain, all Goblins gain +0/+2.

Goblin Chirurgeon SC C ● ● FE
Sacrifice a Goblin to regenerate a creature. 0/2.

Goblin Digging Team SC C ● ● DK,5th
●: Sacrifice Digging Team to destroy target wall. 1/1.

Goblin Elite Infantry SC C ●● 1● MG
If Infantry blocks or is blocked, it gets -1/-1 until end of turn. 2/2.

Goblin Flotilla SC R ●●● 2● FE
Islandwalk. At the start of the attack, pay ● or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.

Goblin Grenade SOR C ●●● ● FE
Sacrifice a Goblin to deal 5 damage to a target.

Goblin Grenadiers SC U ●● 3● WL
Sacrifice Grenadiers: Destroy target creature and target land. Use this ability only if Goblin Grenadiers is attacking and unblocked. 2/2.

Goblin Hero SC C ●● 2● DK,5th
2/2.

Goblin King SC R ●● 1●●● L,U,R,4th,5th
All Goblins gain mountainwalk and +1/+1. 2/2.

Goblin Kites EN U ●● 1● FE
●: Give your target creature toughness no greater than two flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.

Goblin Mutant SC U ●●● 2●● IA
Trample. Can't attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2. 5/3.

Goblin Recruiter SC U ●●● 1● VS
When Recruiter comes into play, search your library for any number of Goblin cards, put them on top of your library in any order. 1/1.

Goblin Rock Sled SC C ● 1● DK,4th
Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked last turn. 3/1.

Goblin Sappers SC C ●● 1● IA
●●, ●: Target creature you control is unblockable. That creature and Sappers are destroyed after combat. ●●●●, ●: Target creature you control is unblockable. That creature is destroyed after combat. 1/1.

Goblin Scouts SOR U ●●● 3●● MG
Put three tokens in play. Treat as 1/1 red goblins with mountainwalk.

Goblin Shrine EL C ●● 1●● DK, CH
If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.

Goblin Ski Patrol SC C ● 1● IA
1●, Gains flying and +2/+0. Use only once and only if you control snow-covered mountains. Bury Ski Patrol at end of turn. 1/1.

Goblin Soothsayer SC U ●●● ● MG
●, ●, Sacrifice a Goblin: All red creatures get +1/+1 til end of turn. 1/1.

Goblins of the Flarg SC C ●●● ● DK, CH
Mountainwalk. Bury Goblins if you control any Dwarves. 1/1

Goblin Snowman SC U ●● 3● IA
Snowman neither takes nor deals damage in combat when blocking. ●: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.

Goblin Swine-Rider SC C ●● ● VS
If Swine-Rider is blocked, it deals 2 damage to each attacking creature and 2 damage to each blocking creature. 1/1.

Goblin Tinkerer SC C ●●● 1● MG
●, ●: Destroy target artifact. That artifact deals an amount of damage equal to its casting cost to Goblin Tinkerer. 1/2.

Goblin Vandal SC R ●● ● WL
●: Destroy target artifact defending player controls. Goblin Vandal deals no combat damage this turn. Use this ability only if Goblin Vandal is attacking and unblocked and only once each turn. 1/1

Goblin War Drums EN C ●●● 2● FE,5th
Each attacker you control may not be blocked with less than two creatures.

Goblin Warrens EN R ●●● 2● FE,5th
2●: Sacrifice 2 Goblins to put 3 1/1 red Goblin tokens into play.

Goblin Wizard SC U ●● 1●● DK
●: Put a Goblin from your hand directly into play. ●: Give target Goblin protection from white until end of turn. 1/1.

Gorilla Shaman SC U ●●●● ● AI
X●X●: Destroy target non-creature artifact with casting cost of X. 1/1.

Gorilla War Cry INS C ● 1● AI
Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.

Granite Gargoyle SC R ●●● 2● L,U,R
Flying. ●: +0/+1. 2/2.

Gravity Sphere EW R ●●● 2● LG
All creatures lose flying ability.

Gray Ogre SC C ● 2● L,U,R,4th
2/2.

Grizzled Wolverine SC C ●● 1●● IA
●: +2/+0. Use only when Wolverine is blocked and only once. 2/2.

Guerrilla Tactics INS C ●●● 1● AI
Do 2 damage to any target. If a spell or effect controlled by an opponent causes you to discard Tactics, it deals 4 damage to any target.

Hammer of Bogardan SOR R ●●●● 3●● MG
Do 3 damage to any target. 2●●●: Return Hammer of Bogardan from your graveyard to your hand. Use only during your upkeep.

Hand to Hand EN R ●● 2● TM
Instants and abilities requiring activation cost cannot be played during combat.

Havoc EN U ●● 1● TM
Whenever target opponent casts a white spell, he or she loses 2 life.

Heart of Bogardan EN R ●●●● 2●● WL
CU: 2. If Heart of Bogardan's CU is not paid, it deals damage equal to its last paid CU to target player and each creature he controls.

Heart Sliver SC C ●● 3● TM
All Slivers are unaffected by summoning sickness. 1/1.

Heart Wolf SC R ●● 3● HL
First strike. ●: Target dwarf gets first strike and +2/+0. If dwarf leaves play this turn, bury Heart Wolf. Use only at beginning of combat. 2/2.

Hearth Charm INS C ●● ● VS
Choose one—Destroy target artifact creature; or all attacking creatures get +1/+0; or target creature with power 2 or less is unblockable this turn.

Heat Stroke EN R ●● 2● WL
At the end of each combat, destroy all creatures that blocked or were blocked this turn.

Heat Wave EN U ●● 1● VS
CU: ● Blue creatures cannot block creatures you control. Nonblue creatures cannot block creatures you control unless their controller pays an additional 1 life for each blocking creature.

Hill Giant SC C ●● 3● L,U,R,4th,5th
3/3.

Hivis of the Scale SL R ●●● 3●● MG
You may choose not to untap Hivis. ●: Gain control of a Dragon. If Hivis becomes untapped or he leaves your control, lose control of Dragon. 3/4.

Hulking Cyclops SC U ●● 3●● VS
Hulking Cyclops cannot block. 5/5.

Hurloon Minotaur SC C ●● 1●● L,U,R,4th,5th
2/3.

Hurloon Shaman SC U ● 1●● WL
If Hurloon Shaman is put into any graveyard from play, each player chooses and buries a land he or she controls. 2/3.

Hurr Jackal SC R ●● ● AN,4th
●: Prevent creature from regenerating this turn. 1/1.

Hyperion Blacksmith SC U ●● 1●● LG
●: Tap or untap target artifact opponent controls. 2/2

Illicit Auction SOR R ●●● 3●● MG
Choose target creature. Each player may bid life for control of that creature. You begin the bidding with a high bid of 0. Proceeding in turn order, each player may top the high bid. Auction ends when the high bid stands. High bidder loses life equal to the high bid and gains control of the creature.

Immolation EC C ●●● ● LG,4th

Imposing Visage EC C ●● ● IA,5th
Target creature cannot be blocked by less than 2 creatures.

Incinerate INS C ●●●●● 1● IA,MG,5th
Do three damage to any target. Creatures may not regenerate.

Inferno INS R ●●● 5●● DK,4th,5th
Do 6 damage to all players and all creatures.

Ironclaw Curse EC R ●● ● HL,5th
Target gets -0/-1 and cannot be assigned to block a creature whose power equals or exceeds its toughness.

Ironclaw Orcs SC C ●●● 1● L,U,4th,5th
May only block creatures of power equaling 1 or less. 2/2.

Jackal Pup SC U ●●● ● TM
For each 1 damage dealt to Jackal Pup, it deals 1 damage to you. 2/1.

Jokulhaups SOR R ●●●● 4●● IA,5th
Bury all artifacts, creatures, and lands.

Joven SL C ●● 3●● HL
●●●, ●: Destroy target non-creature artifact. 3/3.

Kaervek's Torch SOR C ●●●● 3●● MG
Interrupts that target Kaervek's Torch each cost an additional ● to play. Kaervek's Torch deals X damage to target creature or player.

Karplusan Giant SC U ●● 4●● IA
●: Tap a snow-covered land you control to give Giant +1/+1. 3/3.

Karplusan Yeti SC R ●●● 3●● IA
●: Yeti and target do their power in damage to each other. 3/3.

Keeper of Kookus SC C ●● ● VS
●: Protection from red until end of turn. 1/1.

Keldon Warlord SC U ●● 3●● L,U,R,4th,5th
* is the number of non-wall creatures in play on your side. */*.

Kindle INS C ●●●● 1● TM
Kindle deals to target creature or player an amount of damage equal to 2 plus the number of Kindle cards in all graveyards.

• **Kird Ape** SC C ●●●●● ● AN,R
Gains +1/+2 if you have at least one forest in play. 1/1.

Kobold Drill Sergeant SC U ● 1● LG
Give all your Kobolds +0/+1 and trample. 1/2.

Kobold Overlord SC R ● 1● LG
First strike. Give all your Kobolds first strike. 1/2.

Kobolds of Kher Keep SC C ● ● LG
0/1.

Kobold Taskmaster SC U ● 1● LG
Give all your Kobolds +1/+0. 1/2.

Kookus SC R ●●● 3●● VS
Trample. During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.
●: +1/+0 until end of turn. 3/5.

Land's Edge EW R ●●● 1●●● LG, CH
Any player may discard a card from hand at any time and do two damage to a player of his choice if the card discarded is a land.

Lava Burst SOR C ●●●● X● IA
Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.

Lava Hounds SC U ●●●● 2●● WL
Lava Hounds is unaffected by summoning sickness. When Lava Hounds comes into play, it deals 4 damage to you. 4/4.

Lava Storm INS C ●● 3●● WL
Lava Storm deals 2 damage to each attacking creature or 2 damage to each blocking creature.

Lightning Blast INS C ●●● 3● TM
Lightning Blast deals 4 damage to target creature or player.

Lightning Bolt INS C ●●●●● ● L,U,R,4th
Do 3 damage to one target.

Lightning Cloud EN R ●●● 3● VS
●: Do 1 damage to target creature or player. Use this ability only when a red spell is successfully cast and only once for each such spell.

Lightning Elemental SC C ●●● 3● TM
Lightning Elemental is unaffected by summoning sickness. 4/1.

Lightning Reflexes EC C ●●● 1● MG
You may choose to play Reflexes as an instant; if you do, bury it at end of turn. Enchanted creature gets +1/+0 and gains first strike.

Lowland Giant SC C ●● 2●● TM
4/3.

Magmasaur SC R ●● 3●● TM
Magmasaur comes into play with five +1/+1 counters on it. During your upkeep, remove a +1/+1 counter from Magmasaur, or sacrifice Magmasaur and it deals 1 damage for each +1/+1 counter on it to each creature with flying and each player. 0/0.

KILLED COMBOS





Buried Alive and Rukh Egg: You might already know that Rukh Egg was the first card errata'd; in which case, you would know that you'd originally get a 4/4 creature no matter how the Egg went to your graveyard. With Buried Alive, you could have hatched a whole family, fetching three Eggs from your library for immediate incubation. And that's no yoke.

Magnetic Mountain EN R ●● 1●● AN,R,4th
To untap a blue creature, controller must spend four during upkeep.

Manabarbs EN R ●●● 3● L,U,R,4th,5th
Do one damage to controller whenever he draws mana from any land.

Mana Clash SOR R ● ● DK,4th,5th
Choose a player. You both flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads.

Mana Flare EN R ●●● 2● L,U,R,4th,5th
Each land produces an extra mana of its normal type.

Maraxus of Keld SL R ●●● ●●● WL
Maraxus of Keld has power and toughness each equal to the total number of untapped artifacts, creatures, and lands you control.

Márton Stromgald SL R ●●● 2●● IA
If Márton attacks, all other attacking creatures gain +* /+* until end of turn, where * equals the number of other attacking creatures. If Márton blocks, all other blockers gain +*/+* until end of turn.

Melee INS U ●● 1● IA
Cast on your turn during combat, before defense is chosen. Choose how your attackers are blocked. After declaring blockers, untap any unblocked attackers. Treat those creatures as if they had not attacked.

Melting EN U ●● 3● IA
All snow-covered lands turn into non-snow-covered lands of same type.

Meteor Shower SOR C ●●● X●● IA
Do X+1 damage divided among any number of targets.

Mijae Djinn SC R ●●● 4●● AN,R
If Djinn attacks, flip a coin. If opponent wins, Djinn taps but doesn't attack. 6/3.

Mob Mentality FE U ●● ● VS
Enchanted creature gains trample. If all non-wall creatures you control attack, enchanted creature gets +*/+0 until end of turn, where * is equal to the number of attacking creatures.

Mogg Conscripts SC C ● ● TM
Mogg Conscripts cannot attack unless you have successfully cast a creature spell this turn. 2/2

Mogg Fanatic SC C ●●● ● TM
Sacrifice Fanatic: Fanatic deals 1 damage to target creature or player.

Mogg Raider SC C ●●● ● TM
Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.

Mogg Squad SC U ● 1● TM
Mogg Squad gets -1/-1 for each other creature in play.

Mons's Goblin Raiders SC C ● ● L,U,R,4th,5th
1/1

Mountain Goat SC C ●●● ● IA,5th
Mountainwalk. 1/1.

Mountain Yeti SC C ●●● 2●● LG,CH
Mountainwalk, protection from white. 3/3.

Mudslide EN R ●● 2● IA
Non-flying creatures do not untap unless their controller pays 2 for each creature he wishes to untap.

Nalathni Dragon SC R ●● 2●● PR
Flying, bands. ●: +1/+0 until end of turn. Burn. Nalathni Dragon if more than ●●● is spent in this manner in one turn.

No Quarter EN R ●● 3● TM
Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.

Ogre Enforcer SC R ●●● 2●● VS
Ogre Enforcer cannot be destroyed by lethal damage unless a single source deals enough damage to destroy it. 4/4.

Omen of Fire INS R ●●● 2●● AI
Return all islands to their owners' hands. Each player sacrifices a swamp or a white permanent for each white permanent he controls.

Opportunist SC U ●● 2● TM
●: Opportunist deals 1 damage to target creature that was damaged this turn. 2/2.

Orc General SC U ● 2● DK
●: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn.

Orcish Artillery SC U ●●● 2●● 3 dmg, Blizzard
●: Does 2 damage to any target and 3 damage to you. Blizzard.
Alpha version lists casting cost as 3●.

Orcish Cannoneers SC U ●●● 2●● IA
●: Does 2 damage to any target and 3 damage to you.

Orcish Captain SC U ●● ● FE,5th
●: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/-0 until end of turn. Otherwise, the Orc gets -0/-2. 1/1.

Orcish Conscripts SC C ● ● IA,5th
Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.

Orcish Farmer SC C ●●● 2●● IA,5th
●: Turn target land into a swamp until its controller's next untap. 2/2.

Orcish Healer SC U ●● 2●● IA
2●, ●: Target creature may not regenerate. 2●● ● Regenerate: Sacrifice a black or green creature. 2●●, ●: Regenerate a black or green creature. 1/1.

Orcish Librarian SC R ●●● 1● IA
●, ●: Take the top eight cards of your library and randomly remove 4 from the game. Put the rest in any order on top of your library.

Orcish Lumberjack SC C ●●●● ● IA
●: Sacrifice a forest to add three mana to your mana pool. The mana can be any combination of green and red mana.

Orcish Mechanics SC C ●● 1● AQ
●, Sacrifice an artifact: Do 2 points of damage to any target.

Orcish Mine EL U ●● 1●● FE
Put three counters on Mine. Remove one counter when target wall is created and during upkeep. Destroy land when last counter is removed. Orcish Mine deals 2 damage to land's controller.

Orcish Oriflamme EN U ●●● 1●● L,U,R,4th,5th
All of your attacking creatures gain +1/+0 during your attack.
Alpha version lists casting cost as 2●.

Orcish Settlers SC U ●●● 1● AN
2●, X●, ●, Sacrifice Orcish Settlers: Destroy X target lands. 1/1.

Orcish Spy SC C ●●● ● FE
●: Look at the top 3 cards in target player's library.

Orcish Squatters SC R ●●● 3● IA,5th
If Squatters is not blocked, you may have it deal damage and gain control of a land controlled by the defending player.

Orcish Veteran SC C ●●● 2● FE
Cannot block white creatures of power greater than 1. ●: First strike until end of turn. 2/2.

Orgg SC R ●●●● 3RR3 FE,5th
Trample. Can't attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2. 6/6.

Pallimud SC R ●●● 2●● TM
Pallimud has power equal to the number of tapped lands target opponent controls. */3.

Panic INS C ●● ● IA,5th
Target may not block. Cantrip.

Pillage SOR U ●●●● 1●● AI
Bury target artifact or land.

Power Surge EN R ●● ●●● L,U,R,4th
Before untap phase, active player must count untapped lands. During his upkeep, that player takes 1 damage for each land that had been untapped.

Primitive Justice SOR U ●●● 1● AI
Destroy target artifact. Destroy a target artifact for each 1● you pay in addition to the casting cost. Destroy a target artifact and gain one life for each 1● you pay in addition to the casting cost.

Primordial Ooze SC U ●● ● LG,CH,5th
Must attack if possible. Add a +1/+1 counter at end of upkeep. Pay 1● per counter or Ooze deals 1 damage to you per counter and taps. 1/1.

Pyric Salamander SC C ●● 1●● MG
●: +1/+0 until end of turn. Bury Salamander at end of turn. 1/1.

Pyroblast INT C ●●●● ● IA,5th
Counter target blue spell or destroy target blue permanent.

Pyrodasm SOR U ●●●● 1● IA
Do 2 damage to each creature.

Pyrokinesis INS U ●●● 4●● AI
You may remove a red card in hand from game instead of paying the casting cost. Do 4 damage divied among any number of creatures.



There are those who think that Wild Wurm is a good, cheap card. There are also those who think that Elvis is still alive. This card boils down to simple math, a whopping 50 percent of the time, you will get NOTHING for the four mana you spend to cast this card. Meanwhile, your opponent is picking you apart with Squires and Dwarven Ponies because you can't get a blocker into play.

Pyrotechnics SOR U ●●● 4●● LG,4th,5th
Do 4 damage divided any way among any number of targets.

Quarum Trench Gnomes SC R ●●● 3●● LG
●: Target plains produces 1● instead of ● until end of game. 1/1.

Raging Bull SC C ● 2●● LG
2●: Boooooooooring.

Raging Gorilla SC C ●● 2●● VS
Gorilla blocks or is blocked, it gets +2/-2 until end of turn. 2/3

Raging River EN R ●●● 2●● L,U
When attacking, divide opponent's ground creatures on either side of River. Choose on which side of River to place each attacker. Attackers can only be blocked by flying creatures or those on same side of River.

Raging Spirit SC C ●● 3●● MG
2●: Raging Spirit is colorless until end of turn. 3/3.

Rallying Party EN U ●●● 2●● FE
Cannot be target of white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save up to 2 plains.

Rathi Dragon SC R ●●●● 2●●● TM
Flying. When Rathi Dragon comes into play, sacrifice two mountains or sacrifice Rathi Dragon. 5/5.

Reckless Embermage SC R ●●● 3● MG
1●: Mage does 1 damage to any target and 1 damage to itself. 2/2.

Red Elemental Blast INT C ●●●● ● L,U,R,4th
Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.

Reign of Chaos SOR U ●●● 2●● MG
Destroy target plains or island and target white or blue creature.

Relentless Assault SOR R ●●●● 2●● VS
Untap all creatures that attacked this turn. You may declare an additional attack during your main phase this turn.

Renegade Warlord SC U ●● 3●● TM
First strike. If Renegade Warlord attacks, each other attacking creature gets +1/+0 until end of turn. 3/3.

Retribution SOR U ●● 3●● HL
Choose 2 creatures controlled by opponent. Bury one and put a -1/-1 counter on the other. That opponent chooses which creature is buried.

Rock Hydra SC R ●● ● L,U,R
Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys 1 counter unless controller spends ● per head. During upkeep, new heads may be grown for ●●● apiece. 0/0.

Roc Hatchling SC U ●● ● WL
When Hatchling comes into play, put four shell counters on it. During your upkeep, remove a shell counter from Hatchling. As long as no shell counters are on it, Hatchling gets +3/+2 and gains flying. 0/1.

Roc of Kher Ridges SC R ●●●● 3●● L,U,R
Flying. 3/3.

Rock Slide INS C ●●● X● VS
Rock Slide deals X damage, divided any way you choose, among any number of target attacking or blocking creatures without flying.

Rogue Skycaptain SC R ●●● 2●● AI
Flying. At beginning of upkeep, put a counter on Skycaptain. During upkeep, pay 2 for each counter on Skycaptain, or remove all counters from Skycaptain and opponent gains control of Skycaptain. 3/4.

Rolling Thunder SOR C ●●●● X●● TM
Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players.

Rukh Egg SC C ●●●● 3● AN
If Rukh Egg goes to the graveyard from play, you get, a 4/4 flying red creature at end of turn. 0/3

Sabretooth Tiger SC C ●● 2● IA,5th
First strike. 2/1.

Sandstone Warrior SC C ●●● 2●● TM
First strike. ●: Sandstone Warrior gets +1/+0 until end of turn. 1/3.

Sawtooth Ogre SC C ●●● 2●● WL
If Sawtooth Ogre blocks or is blocked by any creature, Sawtooth Ogre deals 1 damage to that creature at end of combat. 3/3.

Scorched Earth SOR R ●●● X●● TM
Choose and discard X land cards: Destroy X target lands.

Searing Spear Askari SC C ●●●● 2●● MG
Flanking. 1●: Cannot be blocked by only one creature this turn. 2/2.

Searing Touch INS U ●● ● TM
Buyback 3. Searing Touch deals 1 damage to target creature or player.

Sedge Troll SC R ●●● 2●● L,U,R
●: Regenerates. Gains +1/+1 if you control any swamps. 2/2.

Shadowstorm SOR U ●● ● TM
Shadowstorm deals 2 damage to each creature with shadow.

Shatter INS C ●●● 1● L,U,R,4TH,IA,5th,TM
Destroy target artifact.

Shatterstorm SOR R ●●● 2●● AQ,R,5th
Bury all artifacts in play.

Shivan Dragon SC R ●●●● 4●● L,U,R,4th,5th
Flying. ●: +1/+0. 5/5

Shocker SC R ●● 3● TM
If Shocker damages any player, that player discards his or her hand, then draws a new hand of as many cards as he or she had before. 1/1.

Sirocco INS U ●● 1● MG
Target player reveals his or her hand to all players. For each blue interrupt card that player holds, he or she pays 4 life or discards that card.

Sisters of the Flame SC C ●● 1●● DK,4th
●: Add ● to your mana pool. 2/2.

Smoke EN R ●● 2●● L,U,R,4th,5th
Each player may only untap one creature during untap phase.

Soldier of Fortune SC U ●●● ● AI
●, ●: Target player shuffles his library. 1/1.

Solfatara INS C ●● 2●● VS
Target player cannot play any land cards this turn. Cantrip.

Song of Blood SOR C ●● 1●● VS
Put top four cards from your library into graveyard. For each creature card, all creatures that attack this turn get +1/+0 until end of turn.

Spinal Villain SC R ●●● 2●● LG
●: Destroy target blue creature. 1/2

Spitting Drake SC U ●● 3●● VS
Flying. ●: +1/+0 until end of turn. You can't spend more than ● in this way each turn. 2/2.

Spitting Earth SOR C ●●● 3●● MG
Do damage to a creature equal to number of mountains you control.

Starke of Rath SL R ●●● 1●● TM
●: Destroy target artifact or creature. That permanent's controller gains control of Starke of Rath permanently. 2/2.

Stone Giant SC U ●● 2●● L,U,R,4th,5th
●: Give one of your creatures with toughness less than Giant's power flying until end of turn. Target creature is killed at end of turn. 3/4.

Stonehands EC C ●●● 2●● IA
Target creature gains +0/+2 ●: Gains +1/+0 until end of turn

Stone Rain SOR C ●●● 2●● L,U,R,4TH,IA,MG,5th,TM
Destroy any one land.

Stone Spirit SC U ●●● 4●● IA,5th
Stone Spirit cannot be blocked by flying creatures. 4/3.

Storm Shaman SC C ●●● 2●● AI
●: +1/+0 until end of turn. 0/4.

Storm World EW R ●● ● LG
During upkeep do 1 damage to players for each card in hand below 4.

Stun INS C ●● 1● TM
Target creature cannot block this turn. Draw a card.

Subterranean Spirit SC R ●●● 3●● MG
Protection from red. ●: Do 1 damage to each non-flying creature. 3/3.

Sudden Impact INS U ●●● 3●● TM
Sudden Impact deals 1 damage to target player for each card in his hand.

Suq'Ata Lancer SC C ●●●● 2●● VS
Flanking. Suq'Ata Lancer is unaffected by summoning sickness. 2/2.

Tahngarth's Rage EC U ●● ● TM
If enchanted creature is attacking, it gets +3/+0. Otherwise, it gets -2/-1.

Talruum Champion SC C ●● 2●● VS
First Strike. Whenever Talruum Champion blocks or is blocked by any creature, that creature loses first strike until end of turn. 3/3.

Restricted
Banned
Banned in Type 1.5 only
Banned in Extended only
ART Artifact
AC Artifact Creature
CR Creature
CEI Consecutive Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

key

MAGIC The Gathering®

players guide

Name / Description	Kind	CR	Rating	Cost	Sets Found
Talruum Minotaur	SC	C	●●●	2●●	MG
Talruum Minotaur is unaffected by summoning sickness. 3/3					
Talruum Piper	SC	U	●●	4●	VS
All creatures with flying able to block Talruum Piper do so. 3/3.					
Telim'Tor	SL	R	●●●	4●	MG
Flanking. If Telim attacks, all attacking flankers get +1/+1. 2/2.					
Telim'Tor's Edict	INS	R	●●	●	MG
Remove from the game target permanent you own or control. Contrip.					
• **Tempest Efreet**	SC	R	●	1●●●	LG,4th
●, Sacrifice: Pick a card randomly from opponent's hand and place it in yours, burying Efreet in opponent's graveyard. Opponent may prevent this permanent change by sacrificing 10 life or conceding game. 3/3.					
Thunderbolt	INS	C	●●●	1●	WL
Do 3 damage to target player or 4 damage to target creature with flying.					
Thundermare	SC	R	●●●●	5●	WL
Thundermare is unaffected by summoning sickness. When Thundermare comes into play, tap all other creatures. 5/5.					
Tooth and Claw	EN	R	●	3●●	TM
Sacrifice two creatures: Put a Carnivore token into play. Treat this token as a 3/1 red creature.					
Tor Giant	SC	C	●●	3●	IA
3/3.					
Torrent of Lava	SOR	R	●●●	X●●	MG
Do X damage to each creature without flying. Each creature gains "●: Prevent 1 damage to this creature from Torrent of Lava."					
Total War	EN	R	●●	3●	IA
When any player attacks, destroy all untapped non-wall creatures that don't attack. Does not affect creatures that came into play this turn.					
Tremor	SOR	C	●●	●	VS
Tremor deals 1 damage to each creature without flying.					
Tunnel	SOR	U	●	●	L,U,R,4th
Bury target wall.					
Two-Headed Giant of Foriys	SC	R	●●●	4●	L,U
Trample. May block two creatures in combat. 4/4.					
Uthden Troll	SC	U	●●	2●	L,U,R,4th
●: Regenerates. 2/2.					
Varchild's Crusader	SC	C	●●	X●	AI
❶: Can only be blocked by walls. Bury Crusader at the end of turn. 3/2.					
Varchild's War-Riders	SC	R	●●	1●	AI
Trample, rampage: 1. CU: Put a survivor token into play under target opponent's control. Treat this token as a 1/1 red creature. 3/4.					
Vertigo	INS	U	●●●	●	IA
Do 2 damage to target flying creature, which loses flying this turn.					
Veteran's Voice	EC	C	●●	●	AI
Play on a creature you control. ❶: Tap creature to give any other target creature +2/+1 until end of turn.					
Viashino Sandstalker	SC	U	●●●	1●●	VS
Unaffected by summoning sickness. At the end of any turn, return Sandstalker to owner's hand. 4/2.					
Viashino Warrior	SC	C	●●	3●	MG
4/2.					
Volcanic Dragon	SC	R	●●●	3●●	MG
Flying. Volcanic Dragon is unaffected by summoning sickness. 4/4.					
Volcanic Geyser	INS	U	●●●	X●●	MG
Volcanic Geyser deals X damage to target creature or player.					
Wall of Diffusion	SC	C	●●●	1●	TM
Wall of Diffusion can block creatures with shadow. 0/5					
Wall of Dust	SC	U	●	2●	LG,4th
Creatures blocked by Wall may not attack next turn. 1/4.					
Wall of Earth	SC	C	●●	1●	LG
0/6.					
Wall of Fire	SC	U	●●	1●●	L,U,R,4th,5th
●: +1/+0. 0/5.					
Wall of Heat	SC	C	●●	2●	LG, CH
2/6.					
Wall of Lava	SC	U	●●	1●●	IA
●: +1/+1 until end of turn. 1/3.					
Wall of Opposition	SC	U	●●●	3●●	LG, CH
❶: +1/+0 until end of turn. 0/6.					
Wall of Stone	SC	U	●●	1●●	L,U,R,4th,5th
0/8.					
• **Wheel of Fortune**	SOR	R	●●●●●	2●	L,U,R
All players must discard their hands and draw seven new cards.					
Wild Wurm	SC	U	●	3●	TM
When Wild Wurm comes into play, flip a coin. If you lose the flip, return Wild Wurm to owner's hand. 5/4.					
Wildfire Emissary	SC	U	●●●●●	3●	MG
Protection from white. 3●: +1/+0 until end of turn. 2/4.					
Windseeker Centaur	SC	R	●●	1●●	BOOK
Does not tap to attack. 2/2.					
Winds of Change	SOR	R	●●●	●	LG,4th,5th
All players must shuffle their hands into their libraries, then draw as many cards as they originally had					
Winter Sky	SOR	R	●●	●	HL
Flip a coin. If you win, Winter Sky does one damage to each creature and player. Otherwise each player draws a card.					
Word of Blasting	INS	U	●●	1●	IA,5th
Bury target wall and do X damage to the wall's controller, where X equals the casting cost of the wall.					
Yawen Efreet	SC	R	●●	3●●	AN
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Yawen Efreet blocks. 3/6					
Zirilan of the Claw	SL	R	●●●	3●●	MG
1●●, ●: Search your library for a Dragon card and put it into play. That creature is unaffected by summoning sickness. Remove the creature from the game at the end of any turn. 3/4.					

WHITE

Name / Description	Kind	CR	Rating	Cost	Sets Found
Abbey Gargoyles	SC	U	●●●	2●●●	HL,5th
Flying. Protection from red. 3/4					
Abbey Matron	SC	C	●●	2●	HL
●, ●: +0/+3 till end of turn. 1/3.					
Abeyance	INS	R	●●●●	1●	WL
Target player may not play instants, interrupts, sorceries or use any effects requiring an activation cost until end of turn. Draw a card.					
Abu Ja'far	SC	U	●●●	●	AN, CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.					
Adarkar Unicorn	SC	C	●●	1●●	IA
●: Add either ● or ● and ● to your mana pool. This mana can only be used for cumulative upkeep. 2/2.					
Advance Scout	SC	C	●●●	1●	TM
First strike. ●: Target creature gains first strike until end of turn. 1/1					
Afterlife	INS	U	●●	2●	MG
Bury target creature and put a 1/1 white flying creature into play under control of that creature's controller.					
Akron Legionnaire	SC	R	●	6●●	LG,CH,5th
Of your non-artifact creatures, only Legionnaire may attack. 8/4.					
Angelic Voices	EN	R	●●●	2●●	LG, CH
Give all creatures +1/+1 if you control only white or artifact creatures.					
Angry Mob	SC	U	●●●	2●●	DK,4th,5th
Trample. During your turn, *=total number of swamps all opponents control. Otherwise, *–0. 2+*/2+*.					
Animate Wall	EC	R	●	●	L,U,R,4th,5th
Target wall may now attack.					
Anoint	INS	C	●●●	●	TM
Buyback 3. Prevent up to 3 damage to any creature.					
Archangel	SC	R	●●●	5●●	VS
Flying. Attacking does not cause Archangel to tap. 5/5.					
Arctic Foxes	SC	C	●	1●	IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1					
Ardent Militia	SC	C	●●	3●	WL
Attacking does not cause Ardent Militia to tap. 2/5.					
Arenson's Aura	EN	C	●●●	2●	IA,5th
●: Sacrifice an enchantment to destroy another enchantment					
3●●: Counter an enchantment as it is being cast.					
Argivian Archaeologist	SC	R	●●●●	1●●	AQ
●●, ●: Bring an artifact from your graveyard to your hand. 1/1.					
Argivian Blacksmith	SC	C	●	1●●	AQ
●: Prevent 2 damage to target artifact creature. 2/2					
Argivian Find	INS	U	●●●	●	WL
Return target artifact or enchantment from your graveyard to your hand.					
Armageddon	SOR	R	●●●●●	3●	L,U,R,4th,5th
Destroy all lands in play.					
Armor of Faith	EC	C	●●●	●	IA,5th
Target creature gains +1/+1 ●: +0/+1.					
Armor Sliver	SC	U	●●●	2●	TM
Each Sliver gains "❷: This creature gets +0/+1 until end of turn." 2/2.					
Armored Pegasus	SC	C	●●	1●	TM
Flying. 1/2.					
Army of Allah	INS	C	●●●	1●●	AN
+2/+0 to all attacking creatures until end of turn.					
Artifact Ward	EC	C	●●	●	AQ
Target creature may not be blocked by artifact creatures, cannot be targetted by artifacts, and takes no damage from artifacts.					
Aura of Silence	EN	U	●●	1●●	WL
Artifact and enchantment spells cost target opponent an additional ❷ to play. Sacrifice Aura of Silence: Destroy target artifact or enchantment					
Auratog	SC	R	●●	1●	TM
Sacrifice an enchantment: Auratog gets +2/+2 until end of turn. 1/2.					
Auspicious Ancestor	SC	R	●●●	3●	MG
ffAncestor is put into your graveyard from play, gain 3 life. ❶: Gain 1 life. Use only when a white spell is successfully cast and only once per spell. 2/3.					
Avenging Angel	SC	R	●●●●	3●●	TM
Flying. If Avenging Angel is put into any graveyard from play, you may put Avenging Angel on top of owner's library. 3/3.					
Aysen Bureaucrats	SC	C	●●●	1●	HL,5th
●: Tap target creature with power no greater than 2. 1/1.					
Aysen Crusader	SC	R	●●	2●●	HL
X equals number of heroes in play. 2+X/2+X.					
Aysen Highway	EN	R	●●	3●●●	HL
All white creatures gain plainswalk.					
• **Balance**	SOR	R	●●●●●	1●	L,U,R,4th
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.					
Battle Cry	INS	U	●●	2●	IA
Untap all your white creatures. All blockers get +0/+1 this turn.					
Beast Walkers	SC	R	●	1●●	HL
●: Banding until end of turn. 2/2.					
Benalish Hero	SC	C	●●	●	L,U,R,4th,5th
Bands. 1/1.					
Benalish Infantry	SC	C	●●	2●	WL
Banding. 1/3.					
Benalish Knight	SC	C	●●●	2●	WL
First strike. You may play Knight whenever you could play an instant. 2/2.					
Benalish Missionary	SC	C	●●	●	WL
1●, ●: Target blocked creature deals no damage this turn. 1/1.					
Benevolent Unicorn	SC	C	●●●	1●	MG
Whenever a spell assigns damage, that damage is reduced by 1. 1/2.					
Black Scarab	EC	U	●●	●	IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.					
Black Ward	EC	U	●●	●	L,U,R,4th
Target creature gains protection from black.					
Blaze of Glory	INS	R	●	●	L,U
Target creature must block all creatures that it is legally eligible to block. Blocker's controller chooses how to distribute damage					
Blessed Wine	INS	C	●●	1●	IA,5th
Gain 1 life. Contrip.					
Blessing	EC	R	●●●	●●	L,U,R,4th
●: +1/+1.					
Blinding Light	SOR	U	●●	2●	MG
Tap all non-white creatures.					
Blinking Spirit	SC	R	●●●●	3●	IA,5th
❶: Blinking Spirit returns to its owner's hand. 2/2.					
Blood of the Martyr	INS	U	●●	●●●	DK, CH
Until end of turn, you may redirect damage done to your creatures to yourself instead.					
Blue Scarab	EC	U	●●	●	IA
Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.					
Blue Ward	EC	U	●●	●	L,U,R,4th
Target creature gains protection from blue.					
Brainwash	EC	C	●●	●	DK,4th,5th
Target creature may not attack unless its controller spends 3.					
Call to Arms	EN	R	●●●	1●	IA
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time opponent doesn't control more cards of that color than any other color.					
Camel	SC	C	●	●	AN
Bands. Camel and those banded with it are immune to Deserts. 0/1.					
Caribou Range	EL	R	●●	2●●	IA,5th
●●: Tap land to put a Caribou token into play. Treat this token as a 0/1 white creature. ❶: Sacrifice a token to gain 1 life.					

KILLED COMBOS





Lich and Remove Enchantments: Today, the only way to not die from losing control of a Lich is if your opponent is foolish enough to snag it with a Steal Enchantment. Originally, you only died if the Lich was destroyed. If you could send it back to your hand some other way—like with Remove Enchantments—and gain some life, you could undo your unlife.

Name — Kind — CR — Rating — Cost — Sets Found
Description

Carrier Pigeons SC C • 3 AI
Flying. Cantrip. 1/1.
Castle EN U ●●● 3 L,U,R,4th,5th
Your untapped creatures gain +0/+2. Attackers don't get this bonus.
Celestial Dawn EN R ●●●● 3 MG
All non-land cards you own that are not in play are white. All non-land permanents you control are white. All lands you control are plains. All colored mana symbols on all of these cards and permanents are .
Circle of Protection: Artifacts EN U ●●● 3 AQ,4th,5th
2: Prevent all damage against you from an artifact source
Circle of Protection: Black EN C ●●● 3 B,U,R,4TH,IA,5th,TM
1: Prevent all damage to you from one black source.
Circle of Protection: Blue EN C ●●● 3 L,U,R,4TH,IA,5th,TM
1: Prevent all damage to you from one blue source.
Circle of Protection: Green EN C ●●● 3 L,U,R,4TH,IA,5th,TM
1: Prevent all damage to you from one green source
Circle of Protection: Red EN C ●●● 3 L,U,R,4TH,IA,5th,TM
1: Prevent all damage to you from one red source.
Circle of Protection: Shadow EN C ●● 3 TM
1: Prevent all damage to you from a creature with shadow
Circle of Protection: White EN C ●●● 3 L,U,R,4TH,IA,5th,TM
1: Prevent all damage to you from one white source
Civic Guildmage SC C ●●● MG
, : Target creatures gets +0/+1 until end of turn. , : Put target creature you control on top of owner's library. 1/1
Cleanse SOR R ●●● 2 LG
Destroy all black creatures in play.
Cleansing SOR R ●● DK
All lands are destroyed. Anyone may per 1 life per land they wish to save
Clergy en-Vec SC C ●●● 3 TM
1: Prevent 1 damage to any creature or player. 1/1
Clergy of the Holy Nimbus SC C ●● LG
If killed, Clergy regenerate unless opponent pays 1. 1/1
Cloudchaser Eagle SC C ●●● 3 TM
Flying. When Cloudchaser Eagle comes into play, destroy target enchantment. 2/2.
Cold Snap EN U • 3 IA
CU: 3. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he controls.
Combat Medic SC C ●●● 2 FE
1: Prevent 1 damage to a player or creature. 0/2.
Consecrate Land EL U ●●● LG
Target land is immune from all effects that would destroy it
Conversion EN U ●●● 2 L,U,R,4th
All mountains are now plains. You must pay 1 during upkeep
Cooperation EC C ●● 3 IA
Target creature gains banding.
Crusade EN R ●●●● 2 L,U,R,4th,5th
All white creatures gain +1/+1.
Damping Field EN U • 2 AQ
No one may untap more than one artifact during his untap phase.
Daraja Griffin SC U ●● 3 VS
Flying. Sacrifice Daraja Griffin: Destroy target black creature.
D'Avenant Archer SC C ●● 3 LG,CH,5th
. Do 1 damage to attacking or blocking creature. 1/2
Dazzling Beauty INS C ●● 2 MG
Target unblocked creature is considered blocked. Draw a card.
Death Speakers SC U ●● 2 HL,5th
Protection from black. 1/1.
Death Ward INS C ●● L,U,R,4th IA,5th
Regenerates target creature.
Debt of Loyalty INS R ●●● 3 WL
Regenerate target creature. Gain control of that creature.
Disempower INS C ●● 3 MG
Put target artifact or enchantment on top of owner's library.
Disenchant INS C ●●●●● 2 L,U,R,4th,IA,MG,5th,TM
Destroy target enchantment or artifact.
• Divine Intervention EN R •• 6 LG
Put 2 counters on Divine Intervention. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.
Divine Offering INS C ●●●● 3 LG,MG,5th
Destroy target artifact, gaining life equaling casting cost of artifact.
Divine Retribution INS R ●● 3 MG
Do 1 damage to target attacking creature for each attacking creature.
Divine Transformation EC U ●●● 3 LG,4th,5th
Give target creature +3/+3.
Drought EN U ●●● 2 IA
During your upkeep, pay or destroy Drought. In order to cast a spell that has as part of its casting cost or use an ability that requires , the player must sacrifice a swamp for each in the spell or effect
Duskrider Falcon SC C ●●● 2 WL
Flying, protection from black. 1/1.
Dust to Dust SOR U ●●● 1 DK,5th
Remove any two target artifacts from the game.
Ektundo Griffin SC C ●●● 3 MG
Flying, first strike. 2/2.
Elder Land Wurm SC R • 4 LG,4th
Trample Cannot attack until it has been assigned to block. 5/5.
Elite Javelineer SC C ●● 2 TM
If Javelineer blocks, it deals 1 damage to target attacking creature. 2/2
Elvish Healer SC C ●●● 3 IA
: Prevent 1 damage to a target or 2 damage to a green creature. 1/2.
Empyrial Armor EC C ●●●● 3 WL
Creature gets +X/+X, where X is the number of cards in your hand.
Enchanted Being SC C • 3 LG
Takes no combat damage from enchanted creatures. 2/2.
Enduring Renewal EN R ●●● 2 IA
Play with your hand face up. If you a draw a creature discard it. When a creature goes to your graveyard from play, return it to your hand.
Energy Storm EN R ●●●● 3 IA
CU: 3. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap.
Enlightened Tutor INS U ●●●● MG
Search your library for an artifact or enchantment card and reveal that card to all players. Put the revealed card back on top of it.

Equinox EL C •• LG
Tap target land to counter a spell that destroys your land.
Equipoise EN R •• 2 VS
During your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out. Repeat this process for artifacts and then for creatures
Errand of Duty INS C ●●● 3 AI
Put a Knight token into play. Treat as a 1/1 white banding creature.
Ethereal Champion SC R ●●● 2 MG
Pay 1 life: Prevent 1 damage to Ethereal Champion. 3/4.
Exile INS R ●●●● 2 AI
Remove target non-white attacker from game. Gain life = toughness.
Exorcist SC R ●●● 2 DK
1, : Destroy target black creature. 1/1.
Eye for an Eye INS R ●●● 2 AN,R,4th,5th
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.
Eye of Singularity EW R •• 3 VS
When Eye comes into play, bury all permanents with the same name except basic lands. Whenever any permanent other than a basic land comes into play, bury any permanent already in play with same name.
Farmstead EL R • 1 L,U,R
Once per turn, during your upkeep, you may spend 2 to gain 2 life.
Farrel's Mantle EC U ●●● 2 FE
If target creature attacks and is not blocked it may deal X + 2 damage to any other creature where X is the power of the enchanted creature.
Farrel's Zealot SC C •• 3 FE
If Zealot is not blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. 2/2.
Farrelite Priest SC U • 2 FE
1: Add 1 to mana pool. Bury if more than 3 is spent in one turn. 1/3.
Fasting EN U •• DK
Gain 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.



As much as you may like drawing cards, four mana for a 1/1 flying creature with no other special abilities is not good. Generally, the only good cantrip cards are the ones that are actually useful. A 1/1 flier will almost never do you good if cast any later than the second turn, making the Pigeons not fit for bird doo-doo.

Favorable Destiny EC U ●●● 3 MG
As long as you control at least one other creature, enchanted creature cannot be target of spells or effects. If creature is white it gets +1/+2.
Femeref Healer SC C ●●● 3 MG
: Prevent 1 damage to any creature or player. 1/1.
Femeref Knight SC C ●●●● 2 MG
Flanking. : Attacking does not cause Knight to tap this turn. 2/2.
Femeref Scouts SC C •• 2 MG
1/4
Festival INS C •• DK
Opponent may not attack this turn. Play during opponent's upkeep.
Field of Souls EN R ●●● 2 TM
Whenever a nontoken creature is put into your graveyard from play, put an Essence token into play. Treat as a 1/1 white creature with flying.
Fire and Brimstone INS U • 3 DK
Do 4 damage to target player and do 4 damage to you. May only be cast if that opponent has declared an attack this turn.
Flickering Ward EC U ●●● TM
When you play Flickering Ward, choose a color. Enchanted creature gains protection from the chosen color. : Return Ward to owner's hand
Forisyian Brigade SC U ●●● 3 WL
Forisyian Brigade may block up to two creatures each combat. 2/4.
Formation INS R •• 1 IA
Give target creature banding until end of turn. Cantrip.

Fortified Area EN C •• 1 LG
Give all your walls +1/+0 and banding.
Freewind Falcon SC C •• 1 VS
Flying, protechon from red. 1/1.
Fylgia EC C ●●● IA
Put 4 counters on Fylgia. : Remove a counter to prevent 1 damage to the creature Fylgia enchants. 2: Put a counter on Fylgia.
Gallantry INS U ●●● 1 TM
Target blocking creature gets +4/+4 until end of turn. Draw a card.
General Jarkeld SL R •• 2 IA
: Exchange two blockers without creating an illegal block. 1/2.
Gerrard's Battle Cry EN R ●●● TM
2: All creature you control get +1/+1 until end of turn.
Gerrard's Wisdom SOR U ●●● 2 WL
For each card in your hand, gain 2 life.
Glyph of Life INS C • LG
Gain life equal to the damage done to target wall by an attacker.
Gossamer Chains EN C •• 2 VS
Return Gossamer Chains to owner's hand: Target unblocked creature deals no combat damage this turn
Great Defender INS U •• LG
Give target +0/+X until end of turn, where X is the creature's cost.
Great Wolf EN U • 2 LG
Creatures with plainswalk may be blocked.
Greater Realm of Preservation EN U ●●● 1 LG,5th
1: Prevent all damage to you from a red or black source.
Green Scarab EC U •• IA
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.
Green Ward EC U •• L,U,R,4th
Target creature gains protection from green.
Guardian Angel INS C • X L,U,R
Prevent X damage dealt to a target. Psst: put this card next to Paralyze.
Guided Strike INS C ●●● 1 WL
Target creature gets +1/+0 and first strike until end of turn. Draw a card.
Hallowed Ground EN U ●●● 1 IA
2: Return a non-snow-covered land you control to its owner's hand.
Hand of Justice SC R ●●● 3 FE
: Tap 3 white creatures you control to destroy target creature. 2/6.
Hanna's Custody EN R ●●● 2 TM
Artifacts cannot be the target of spells or abilities
Hazduhr the Abbot SC R •• 3 HL
, : Redirect to Hazduhr X damage dealt to a white creature you control. 2/5.
Heal INS C •• IA,5th
Prevent 1 damage to any target. Cantrip.
Healing Salve INS C ●●● L,U,R,4th,MG,5th
Gain 3 life, or prevent up to 3 damage.
Heaven's Gate INS U •• LG
Change the color of one or more creatures to white until end of turn.
Heavy Ballista SC C ●●● 3 WL
: Ballista deals 2 damage to target attacking or blocking creature. 2/3.
Heroism EN U • 2 FE
Sacrifice a white creature to prevent red attackers from dealing damage in combat this turn. Attacker may pay 2 so an attacker may deal damage normally
Hero's Resolve EC C ●●● 1 TM
Enchanted creature gets +1/+5.
Hippodon SC U •• 1 IA,5th
Cannot block creatures with power 3 or greater unless you pay 1. 1/3.
Holy Armor EC C •• L,U,R,4th
Target creature gains +0/+2. : +0/+1.
Holy Day INS C • LG
Creatures attack and block as normal but deal no damage.
Holy Light INS C ●●● 2 DK
Give all non-white creatures -1/-1 until end of turn.
Holy Strength EC C •• L,U,R,4th,5th
Target creature gains +1/+2.
Honorable Passage INS U ●●● 1 VS
Prevent all damage to you or target creature from any one source. If that source is red, Honorable Passage deals to the source's controller an amount of damage equal to the amount of damage prevented.
Hope Charm INS C •• VS
Choose one—Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target local enchantment.
Humility EN R ●●●● 2 TM
Each creature loses all abilities and is a 1/1 creature
Icatian Infantry SC C •• FE
1: Banding. 1: First strike. 1/1.
Icatian Javelineers SC C ●●● FE
Put a Javelin counter on Javelineers when cast. : Remove the counter to deal 1 damage to any target. 1/1.
Icatian Lieutenant SC R •• FE
1: Give target Soldier +1/+0 until end of turn. 1/2.
Icatian Moneychanger SC C •• FE
Lose 3 life when casting and put 3 counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. 0/2.
Icatian Phalanx SC U ●● FE,5th
Bands. 2/4.
Icatian Priest SC U •• FE
1: Make target creature +1/+1 until end of turn. 1/1.
Icatian Scout SC C •• FE,5th
1, : Give target creature first strike. 1/1.
Icatian Skirmishers SC R •• 3 FE
Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.
Icatian Town SOR R ●●● 3 FE,5th
Put 4 Citizen tokens, which are 1/1 white creatures, in play.
Illumination INT U ●●● MG
Counter target artifact or enchantment spell. That spell's caster gains an amount of life equal to the spell's casting cost.
Indestructible Aura INS C •• LG
Reduce to 0 all damage dealt to target creature until end of turn.
Infantry Veteran SC C •• VS
: Target attacking creature gets +1/+1 until end of turn. 1/1.
Infinite Authority EC R •• LG, CH
After combat, destroy all creatures with toughness 3 or less blocking or blocked by enchanted creature. Put a +1/+1 counter on target for each creature destroyed.

Key
• Restricted
• Banned
• Banned in Type 1.5 only
• Banned in Extended only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

MAGIC The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Inheritance EN U •• ✱ AI
⑤: Draw a card. Use this only when a creature is put into the graveyard from play, and only once for each creature put into the graveyard.

Inner Sanctum EN R • ①✱✱ WL
CU: 2 life. All damage deal to creatures you control is reduced to 0.

Invulnerability INS U ••• ①✱ TM
Buyback ⑤. Prevent all damage to you from one source.

Iron Tusk Elephant SC U •• ④✱ MG
Trample. 3/3.

Island Sanctuary EN R •• ②✱ L,U,R,4th,5th
If you decline one card during your draw phase, only flying or islandwalking creatures may attack you until your next turn.

Ivory Charm INS C •• ✱ MG
Choose one—all creature get -2/-0 until end of turn, or prevent one damage to any creature or player; or tap target creature.

Ivory Gargoyle SC R •••• ④✱ AI
Flying. If Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase. ④✱✱: Remove Gargoyle from the game. 2/2.

Ivory Guardians SC U •• ④✱✱ LG,CH,5th
Protection from red. All Guardians are +1/+1 if opponent controls any red cards. 3/3.

Jabari's Influence INS R ••• ③✱✱ MG
Play only after combat. Gain control of target non-artifact creature that attacked you this turn and put a -0/-1 counter on it.

Jamuraan Lion SC C •• ②✱ VS
✱, ◆: Target creature cannot block this turn. 3/1.

Jihad EN R ••• ✱✱✱ AN
+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.

Juniper Order Advocate SC U ••• ②✱ AI
If Advocate is untapped, all your green creatures get +1/+1. 1/2.

Justice EN U ••• ②✱✱ IA,5th
You must pay ✱✱ during upkeep. When a red spell or creature deals damage, Justice deals the same damage to the effect's controller.

Karma EN U •••• ②✱✱ L,U,R,4th,5th
During each player's upkeep, he takes 1 damage for each swamp he controls.

Keepers of the Faith SC C •• ①✱✱ LG, CH
2/3.

Kelsinko Ranger SC C •• ✱ IA
①✱: One green creature gains first strike until end of turn. 1/1.

King Suleiman SC R •• ①✱ AN
◆: Destroy target Djinn or Efreet. 1/1.

Kismet EN U ••• ③✱ LG,4th,5th
All of target opponent's creatures, lands and artifacts enter play tapped.

Kithkin Armor EC C ••• ✱ WL
Enchanted creature cannot be blocked by creatures with power 3 or greater. Sacrifice Armor: Prevent all damage to enchanted creature from one source

Kjeldoran Elite Guard SC U ••• ③✱ IA
①: Give target creature +2/+2. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.

Kjeldoran Escort SC C ••• ②✱✱ AI
Banding. 2/3.

Kjeldoran Guard SC C •• ①✱ IA
◆: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.

Kjeldoran Home Guard SC U •• ③✱ AI
At the end of any combat in which Home Guard attacked or blocked, put a -0/-1 counter on Home Guard and put a Deserter token into play. Treat this token as a 0/1 white creature. 1/6.

Kjeldoran Knight SC R ••• ✱✱ IA
Banding. ①✱: +1/+0. ✱✱: +0/+2. 1/1.

Kjeldoran Phalanx SC R •• ③✱ IA
First strike, banding. 2/5.

Kjeldoran Pride EC C •• ①✱ AI
Creature gets +1/+2. ②◉. Switch Kjeldoran Pride from creature it enchants to another creature. The new target must be legal

Kjeldoran Royal Guard SC R ••• ③✱✱ IA,5th
◆: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.

Kjeldoran Skycaptain SC U ••• ④✱ IA,5th
Flying, banding, first strike. 2/2.

Kjeldoran Skyknight SC C ••• ②✱ IA
Flying, banding, first strike. 1/1.

Kjeldoran Warrior SC C •• ✱ IA
Banding. 1/1.

Knight of Dawn SC U ••• ①✱✱ TM
First strike. Knight of Dawn gains protection from the color of your choice until end of turn. 2/2.

Knight of Valor SC C ••• ②✱ VS
Flanking. ①✱: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn. 2/2

Knights of Thorn SC R ••• ③✱ DK
Protection from red, banding. 2/2.

Lance EC U •• ✱ L,U,R
Target creature gains first strike.

• Land Tax EN R ••••• ✱ - LG,4th
If opponent controls more lands than you during your upkeep, you may take up to three basic lands from your library into your hand.

Leeches SOR R • ①✱✱ HL
Target player loses all poison counters and takes 1 damage per counter.

Lifeblood EN R ••• ②✱✱ LG
Gain 1 life whenever target opponent taps a mountain.

Light of Day EN U •••• ③✱ TM
Black creatures cannot attack or block.

Lightning Blow INS R •• ①✱ IA
Give target creature first strike until end of turn. Contrip.

Longbow Archer SC U ••• ✱✱ VS
First strike. Longbow Archer can block creatures with flying. 2/2.

Lost Order of Jarkeld SC R •• ②✱✱ IA
* equals the number of creatures controlled by target opponent. 1+*/1+*.

Mangara's Blessing INS U ••• ②✱ MG
Gain 5 life. If a spell or effect by an opponent causes you to discard Mangara's Blessing, gain 2 life and return Blessing to your hand at end of turn.

Mangara's Equity EN U •• ①✱✱ MG
Choose black or red. During your upkeep, you must pay ①✱. For each 1 damage a creature of the chosen color deals to you or a white creature you control, Mangara's Equity deals 1 damage to that creature

Marble Titan SC R •• ③✱ TM
Creatures with power 3 or greater do not untap during their controllers' untap phases. 3/3.

Martyrdom INS C •• ①✱✱ AI
Redirect to target creature you control any amount of damage until end of turn.

Martyr's Cry SOR R •• ✱✱ DK
Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.

Martyrs of Korlis SC U ••• ③✱✱ AQ
Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. 1/6.

Master Decoy SC C ••• ①✱ TM
✱, ◆: Tap target creature. 1/2

Master of Arms SC U ••• ②✱ WL
First strike. ①✱: Tap target creature blocking Master of Arms. 2/2.

Melesse Spirit SC U ••• ③✱✱ MG
Flying. Protection from black. 3/3.

Mercenaries SC R • ③✱ IA
A player may pay ⑤ to prevent Mercenaries from dealing damage. 3/3.

Mesa Falcon SC C •• ①✱ HL,5th
Flying. ①✱: +0/+1 until end of turn. 1/1.

Mesa Pegasus SC C ••• ①✱ L,U,R,4th,5th
Flying, bands. 1/1.

Miracle Worker SC C • ✱ DK
◆: Destroy target enchantment on one of your creatures. 1/1.

Miraculous Recovery INS U ••• ③✱ VS
Put target creature card from your graveyard into play and put a +1/+1 counter on that creature. Treat the creature as though it were just played.

Mistmoon Griffin SC U ••• ③✱ WL
Flying. If Mistmoon Griffin is put into any graveyard from play, remove Mistmoon Griffin from the game, then put the top creature card from your graveyard into play 2/2

Moat EN R •••• ②✱✱ LG
Non-flying creatures cannot attack.

Moorish Cavalry SC C ••• ②✱✱ AN
Trample. 3/3.

Morale INS C •• ①✱✱ DK, 4th
Give all attacking creatures +1/+1 until end of turn.

Mounted Archers SC C ••• ③✱ TM
Mounted Archers can block creatures with flying. ✱: Mounted Archers can block an additional creature this turn. 2/3

Order of the White Shield SC U •••• ✱✱ IA,5th
Protection from black. ✱✱: +1/+0. ✱: First Strike. 2/1.

Orim, Samite Healer SL R •••• ①✱✱ TM
Orim, Samite Healer counts as a Cleric. ◆: Prevent up to 3 damage to any creature or player. 1/3.

Orim's Prayer EN U •• ①✱✱ TM
If any creature attacks you, gain 1 life for each attacking creature.

Osai Vultures SC U • ③✱ LG,4th
Flying. After a turn in which a creature died, add a counter to Vultures. Remove 2 counters to make Vultures +1/+1 until end of turn. 1/1.

Pacifism EC C •••• ①✱ MG,TM
Enchanted creature cannot attack or block.

Parapet EN C ••• ①✱ VS
You may choose to play Parapet as an instant; if you do, bury it at end of turn. All creatures you control get +0/+1.

Peace Talks SOR U ••• ①✱ VS
During this turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player.

Peacekeeper SC R ••• ②✱ WL
During upkeep, pay ①✱ or bury Keeper. Creatures cannot attack. 1/1.

Pearl Dragon SC R ••• ④✱✱ MG
Flying. ✱: +0/+1. 4/4.

Pearled Unicorn SC C • ②✱ L,U,R,4th,5th
2/2.

Pegasus Refuge EN R • ③✱ TM
②, Choose and discard a card: Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.

Personal Incarnation SC R ••• ③✱✱✱ L,U,R,4th,5th
Owner may redirect any amount of damage done to Incarnation to himself instead. If Incarnation dies, its owner loses half his life (round up). 6/6.

Petra Sphinx SC R •• ②✱✱✱ LG, CH
◆: Target player names a card and then turns over the top card in his library. If the guess matches the card, the player draws the card; otherwise, it goes to the graveyard. 3/4.

Piety INS C • ②✱ AN,4th
+0/+3 to all defending creatures until end of turn.

Pikemen SC C ••• ①✱ DK,4th,5th
Banding, first strike. 1/1.

Preacher SC R ••• ①✱✱ DK
◆: Gain control of an opponent's creature of his choice. If Preacher untaps or leaves play, you lose control of the creature. 1/1.

Presence of the Master EN U •• ③✱ LG
Counter all enchantments as they are being cast.

Prismatic Circle EN C •• ②✱ MG
CU. ①. Choose a color. ①: Prevent all damage to you from a source of the chosen color.

Prismatic Ward EC C •• ①✱ IA,5th
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.

Prophecy SOR C •• ✱ HL
Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent then shuffles his library. Contrip

Purelace INT R • ✱ L,U,R,4th
Change the color of one card being played or in play to white.

KILLED COMBOS





Eater of the Dead and Earthcraft: Infinite combos are just so much fun, so here's another. Eater of the Dead has gone through about 20 different wordings, but at one time, you could untap it as many times you wanted during your turn. Throw in an Earthcraft to give your Eater a good reason to tap and you'd be wallowing in mana.

Mtenda Griffin SC U ••• ③✱ MG
Flying ✱, ◆: Return Mtenda Griffin to owner's hand and return target griffin in your graveyard to your hand. Use only during your upkeep. 2/2.

Mtenda Herder SC C •• ✱ MG
Flanking. 1/1.

Noble Elephant SC C ••• ③✱ MG
Banding, Trample. 2/2.

Noble Steeds EN C •• ②✱ AI
①✱: Target creature gains first strike until end of turn.

Northern Paladin SC R ••• ②✱✱ L,U,R,4th
✱✱, ◆: Destroy a black card in play. 3/3.

Null Chamber EW R ••• ③✱ MG
You and target opponent each name any card except a basic land. Those cards cannot be played.

Oracle en-Vec SC R •• ①✱ TM
◆: Target opponent chooses any number of creatures he or she controls. During that player's next turn, those creatures attack if able, and no other creatures can attack. At the end of that turn, destroy each of those creatures that did not attack. Use this ability only during your turn. 1/1.

Order of Leitbur SC C •••• ✱✱ FE
Protection from black. ✱✱: +1/+0 ✱: First strike. 2/1

Order of the Sacred Torch SC R •••• ①✱✱ IA,5th
◆: Sacrifice 1 life to counter a black spell. 2/2.

Quickening Licid SC U •• ①✱ TM
①✱, ◆: Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature gains first strike" instead of a creature. Move Quickening Licid onto target creature. You pay ✱ to end this effect. 1/1.

Rally INS C •• ✱✱ IA
All blocking creatures gain +1/+1 until end of turn.

Rapid Fire INS R • ③✱ LG
Give target first strike and rampage: 2. Play before defense is chosen.

Rashida Scalebane SL R ••• ③✱✱ MG
◆: Bury target attacking or blocking Dragon. Gain an amount of life equal to that Dragon's power. 3/4.

Rashka the Slayer SL U •• ③✱✱ HL
Can block creatures with flying. If Rashka the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.

Red Scarab EC U •• ✱ IA
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.

Red Ward EC U •• ✱ L,U,R,4th
Target creature gains protection from red.

Reinforcements INS C ••• ✱ AI
Put up to three target creature cards from you graveyard on top of your library in any order.

Name / Description	Kind	CR	Rating	Cost	Sets Found
Relic Ward You may choose to play Relic Ward as an instant; if you do, bury it at end of turn. Enchanted artifact cannot be the target of spells or effects.	EA	U	●●●	1 ✱	VS
Remedy Prevent up to 5 damage to any numbers of creatures and/or players.	INS	C	●●●	1 ✱	VS
Remove Enchantments Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy opponent's enchantments on attackers.	INS	C	●●	✱	LG
Repentance Target creature deals to itself damage equal to its power.	SOR	U	●●●	2 ✱	TM
Repentant Blacksmith Protection from red. 1/2.	SC	C	●●●	1 ✱	AN,CH,5th
Reprisal Bury target creature with power four or greater.	INS	U	●●●●	1 ✱	AI
Resistance Fighter Sacrifice: Target creature deals no combat damage this turn. 1/1	SC	C	●●	✱	VS
Resurrection Take a creature from your graveyard and put it directly into play.	SOR	U	●●●	2 ✱✱	L,U,R
Retribution of the Meek Bury all creatures with power 4 or greater.	SOR	R	●●●	3 ✱	VS
Revered Unicorn CU: 1. If Revered Unicorn leaves play, its controller gains life equal to Revered Unicorn's last paid cumulative upkeep. 2/3	SC	U	●●●	1 ✱	WL
Reverse Damage All damage from any one source is instead added to your life total.	INS	R	●●●●	1 ✱✱	L,U,R,4th,5th
Reverse Polarity All damage you have taken from all artifacts this turn is retroactively added to your life total instead.	INS	C	●●	✱✱	AQ,R
Righteous Aura ✱, Pay 2 life: Prevent all damage to you from any one source.	EN	C	●●●	1 ✱	VS
Righteous Avengers Plainswalk. 3/1.	SC	U	●●	1 ✱	LG
Righteousness Target defending creature gets +7/+7 until end of turn.	INS	R	●●	✱	L,U,R,4th,5th
Ritual of Steel Enchanted creature gets +0/+2. Contrip.	EC	C	●●	2 ✱	MG
Royal Decree CU: ✱. Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, its controller takes 1 damage.	EN	R	●●●	3 ✱✱	AI
Royal Herbalist 2, Remove top card of your library from game to gain one life.	SC	C	●●	✱	AI
Sacred Boon Prevent up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage prevented.	INS	U	●●●	1 ✱	4th,5th
Sacred Guide 1 ✱, Sacrifice Sacred Guide: Reveal cards from your library until you reveal a white card. Put that card into your hand. Remove all other revealed cards from the game. 1/1.	SC	R	●●	✱	TM
Sacred Mesa During your upkeep sacrifice a Pegasus or bury Sacred Mesa. 1 ✱ Put a Pegasus token into play. Treat this token as a 1/1 white flying creature.	EN	R	●●●●	2 ✱	MG
Safeguard 2 ✱: Target creature deals no combat damage this turn.	EN	R	●●●	3 ✱✱	TM
Samite Alchemist ✱✱, 1: Prevent 4 damage to a creature you control. Tap the creature. That creature does not untap during your next untap phase. 0/2.	SC	C	●●	1 ✱	WL
Samite Healer 1: Prevent 1 damage to any target. 1/1.	SC	C	●●●	1 ✱	L,U,R,4th,5th
Savannah Lions 2/1.	SC	R	●●●●	✱	L,U,R,4th
Scars of the Veteran You may remove a white card in your hand from the game instead of paying the casting cost. Prevent up to 7 damage to target creature or player and put a +0/+1 counter on creature for each damage prevented.	INS	U	●●●●	3 ✱	AI
Seasoned Tactician 2: Remove the top four cards of you library from the game to prevent all damage to you from one source. 1/3.	SC	U	●●	2 ✱	AI
Seeker Target creature may only be blocked by white or artifact creatures.	EC	C	●●	2 ✱✱	LG,4th
Seraph Flying. If a creature dies during turn in which Seraph damaged it, put it into play under your control. Bury it if Seraph leaves play or you control 4/4.	SC	R	●●●	3 ✱	AL,5th
Serene Offering Destroy target enchantment. Gain life equal to its total casting cost.	INS	U	●●	1 ✱	TM
Serenity During your upkeep, bury all artifacts and enchantments.	EN	R	●●●	3 ✱	WL
Serra Angel Flying. Does not tap to attack. 4/4.	SC	U	●●●●●	5 ✱✱	L,U,R,4th
Serra Aviary All creatures with flying get +1/+1.	EW	R	●●●	3 ✱	HL
Serra Bestiary Pay 1 ✱✱ during your upkeep or bury Bestiary. Target creature cannot block, attack or use any abilities that have 1 in its activation cost.	EC	C	●●	2 ✱	AL,5th
Serra Inquisitors If blocking or blocked by black creatures, Inquisitors get -2/-0. 3/3.	SC	U	●●	2 ✱	WL
Serra Paladin 1. Prevent 1 damage to any creature or player. 1 ✱✱, 1: Attacking does not cause target creature to tap this turn. 2/2	SC	C	●●●	3 ✱✱	AL,5th
Serra's Blessing Attacking does not cause creatures you control to tap.	EN	U	●●●	2 ✱	WL
Shadowbane Prevent all damage to you or a creature you control from any one source. If thesource is black, gain 1 life for each 1 damage prevented.	INS	U	●●●●	2 ✱	MG
Shahrazad Players must suspend game in progress and play a sub-game with their current libraries. The loser loses half of his life points, rounded up, then cards removed from the subgame still go back into the main game.	SOR	R	●●	2 ✱	AN
Shield Bearer Banding. 0/3.	SC	C	●	2 ✱	AL,5th
Shield Wall Give all your creatures +0/+2 until end of turn.	INS	U	●●	1 ✱	LG,5th,5th
Sidar Jabari Flanking. If Sidar attacks, tap a creature defender controls. 2/2	SL	R	●●●	2 ✱	MG
Snow Hound 1, 1: Return Snow Hound and target blue or green creature you control to their owners' hand. 1/1.	SC	U	●●	2 ✱	AI
Soltari Crusader Shadow. 1 ✱: Soltari Crusader gets +1/+0 until end of turn. 2/1.	SC	U	●●●	2 ✱	TM
Soltari Emissary ✱: Soltari Emissary gains shadow until end of turn. 2/1.	SC	R	●●●	1 ✱	TM
Soltari Foot Soldier Shadow. 1/1.	SC	C	●●	✱	TM
Soltari Lancer Shadow. First strike when attacking. 2/2.	SC	C	●●●	2 ✱	TM
Soltari Monk Protection from black; shadow. 2/1.	SC	U	●●●	2 ✱	TM
Soltari Priest Protection from red; shadow. 2/1.	SC	U	●●●	2 ✱	TM
Soltari Trooper Shadow. If Soltari Trooper attacks, it gets +1/+1 until end of turn. 1/1.	SC	C	●●	1 ✱	TM
Soraya the Falconer All falcons get +1/+1. 1 ✱: Target falcon gains banding. 2/2.	SL	R	●●	1 ✱✱	HL
Soul Echo Put X counters on Soul Echo. At beginning of your upkeep if there are no counters on Soul Echo bury it. Otherwise, target opponent may choose that for each 1 damage dealt to you until your next upkeep, you instead remove 1 counter. You do not lose the game as a result of having less than 1 life.	EN	R	●●●	X ✱✱	MG
Soul Shepherd W, Remove a creature in your graveyard from the game: Gain 1 life. 2/1.	SC	C	●●	1 ✱	WL
Southern Paladin ✱✱, 1: Destroy target red permanent. 3/3	SC	R	●●●	2 ✱✱	WL
Spectral Guardian As long as spectral Guardian is untapped, non-creature artifacts cannot be the target of spells or effects. 2/3.	SC	R	●●●	2 ✱✱	MG
Spirit Link Gain 1 life for every point of damage done by target creature.	EC	U	●●●●	✱	LG,4th,5th
Spirit Mirror During your upkeep, if there are no Reflection tokens in play, put a Reflection token into play. Treat this token as a 2/2 white creature. 0: Destroy target Reflection.	EN	R	●●●	2 ✱✱	TM
Spiritual Sanctuary Any player controlling plains takes 1 life during his upkeep.	EN	R	●●●	2 ✱✱	LG
Squire 1/2.	SC	C	●	1 ✱	DK
Staunch Defenders When Staunch Defenders comes into play, gain 4 life. 3/4.	SC	U	●●●	3 ✱✱	TM



Surprisingly, some people disagreed with us when we declared Pegasus Refuge the worst card in *Tempest*. Sure, there's a wealth of other crappy cards to choose from, like Ancient Tomb and Tooth and Claw, but requiring you to discard a card to get a 1/1 flier is insulting. Late in the game this ability *might* be useful, but late in the game wouldn't you rather have a Kjeldoran Outpost or Sacred Mesa in your hand?

Name / Description	Kind	CR	Rating	Cost	Sets Found
Sun Clasp Enchanted creature gets +1/+3. ✱: Return creature to owner's hand.	EC	C	●●	1 ✱	VS
Sunweb Flying. Cannot block creatures with power 2 or less. 5/6.	SC	R	●●●	3 ✱	MG
Sustaining Spirit CU: 1 ✱ Any damage that would reduce your life total to less than one instead reduces it to one. 0/3.	SC	R	●●	1 ✱	AI
Swords to Plowshares Remove target creature from game. Creature's controller gains life points equal to the creature's power.	INS	U	●●●●●	✱	L,U,R,4th,IA
Sworn Defender 1: Change power to the toughness of target creature blocking or being blocked by Sworn Defender, minus 1, until end of turn. Change toughness to one plus the power of that creature, until end of turn. 1/3.	SC	R	●●●	2 ✱✱	AI
Taiga Silver All Silvers gain first strike. 1/1.	SC	C	●●	1 ✱	TM
Tariff Each player chooses a creature with the highest casting cost he controls, and pays mana equal to that creature's casting cost or buries the creature.	SOR	R	●●●●	1 ✱	WL
Teferi's Honor Guard Flanking. 1 ✱: Phase out. 2/2.	SC	U	●●●	2 ✱	VS
Teremko Griffin Banding, Flying. 2/2.	SC	C	●●●	3 ✱	MG
Thunder Spirit Flying, first strike. 2/2.	SC	R	●●●●	1 ✱✱	LG
Tithe Search your library for a plains card. If you control fewer lands than target opponent, you may search your library for an additional plains card. Reveal those cards to all players and put them into your hand.	INS	R	●●	✱	VS
Tivadar's Crusade All Goblins are destroyed	SOR	U	●	3 ✱✱	DK
Trade Caravan During your upkeep, put a counter on Trade Caravan. 1: Remove 2 counters from Trade Caravan to untap a basic land. Use only during opponent's upkeep. 1/1.	SC	C	●	✱	HL
Truce Each player may draw up to two cards. For each card less than two the player draws, player gets 2 life.	INS	R	●●	2 ✱	HL,5th
Tundra Wolves First strike. 1/1.	SC	C	●●	✱	LG,4th,5th
Unlikely Alliance 1 ✱: Target non-attacking, non-blocking creature gets +0/+2.	EN	U	●	1 ✱	AI
Unyaro Griffin Flying. Sacrifice Unyaro Griffin: Counter target red spell that assigns damage to you or a creature you control. 2/2.	SC	U	●●	3 ✱	MG
Veteran Bodyguard Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.	SC	R	●●●	3 ✱✱	L,U,R
Vigilant Martyr Sacrifice Martyr: Regenerate target creature. ✱✱, 1, Sacrifice Martyr: Counter a target spell that targets an enchantment in play. 1/1.	SC	U	●●●	✱	MG
Visions Look at the top five cards of any library, then reshuffle it if you want.	SOR	U	●●	✱	LG,4th
Volunteer Reserves Banding. CU: 1. 2/4.	SC	U	●●	1 ✱	WL
Wall of Caltrops If Wall of Caltrops blocks with other walls, it gains banding. 2/1.	SC	C	●●	1 ✱	LG
Wall of Light Protection from black. 1/5.	SC	U	●●	2 ✱	LG
Wall of Resistance Flying. At the end of any turn in which Wall of Resistance is dealt damage, put a +0/+1 counter on it. 0/3.	SC	C	●●	4 ✱	MG
Wall of Swords Flying. 3/5.	SC	U	●●●	3 ✱	L,U,R,4th,5th
Ward of Lights You may play Ward of Lights as an instant; if you do, bury it at end of turn. Enchanted creature gains protection from a color of your choice.	EC	C	●●●	2 ✱	MG
War Elephant Bands, trample. 2/2.	SC	C	●●●	3 ✱	AN, CH
Warmth Whenever target opponent successfully casts a red spell, gain 2 life.	EN	U	●●●	1 ✱	TM
Warning Target attacking creature does no damage in combat this turn.	INS	C	●	✱	IA
Warrior's Honor All creatures you control get +1/+1 until end of turn.	INS	C	●●	2 ✱	VS
White Knight Protection from black, first strike. 2/2.	SC	U	●●●●	2 ✱✱	L,U,R,4th,5th
White Scarab Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.	EC	U	●●	✱	IA
White Ward Target creature gains protection from white.	EC	U	●●	✱	L,U,R,4th
Wild Aesthir Flying, first strike. ✱✱: +2/+0 until end of turn. You cannot spend more than WW in this way each turn. 1/1.	SC	C	●●●	2 ✱	AI
Winds of Rath Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.	SOR	R	●●●	3 ✱✱	TM
Witch Hunter 1: Do 1 damage to target player. 1 ✱✱, 1: Return target creature opponent controls to owner's hand. 1/1.	SC	U	●●●	2 ✱✱	DK, CH
Worthy Cause Buyback 3. Sacrifice a creature: Gain life equal to the creature's toughness.	INS	U	●●●	✱	TM
Wrath of God Bury all creatures in play	INS	R	●●●●●	2 ✱✱	L,U,R,4th,5th
Yare Target creature defending player controls gets +3/+0 until end of turn. That creature may block up to three creatures this turn.	INS	R	●●●	2 ✱	MG
Zhalfirin Commander Flanking. 1 ✱✱: Target Knight gets +1/+1 until end of turn. 2/2.	SC	U	●●●●	2 ✱	MG
Zhalfirin Crusader Flanking. 1 ✱: Redirect 1 damage from Zhalfirin Crusader to target creature or player. 2/2.	SC	R	●●●●	1 ✱✱	VS
Zhalfirin Knight Flanking. ✱✱: First Strike until end of turn. 2/2.	SC	C	●●●●	2 ✱	MG
Zuberi, Golden Feather Flying. Counts as a Griffin. All other Griffins get +1/+1. 3/3.	SL	R	●●●	3 ✱	MG

LANDS

Name / Description	Kind	CR	Rating	Cost	Sets Found
Adarkar Wastes : Add 1 to your mana pool. : Add to your mana pool and take 1 damage. : Add ✱ to your mana pool and take 1 damage.	LAN	R	●●●●		IA,5th
Adventurers' Guildhouse All your green legends may band with other legends.	LAN	U	●		LG
An-Havva Township : Add 1 colorless mana to your pool. 1, : Add to your pool. 2, : Add ✱ to your pool. 2, : Add to your pool.	LAN	R	●●		HL
Ancient Tomb : Add two colorless mana to your pool.Tomb deals 2 damage to you.	LAN	U	●		TM
Arena 3, : You and opponent choose a creature. Both creatures are tapped and deal their power in damage to one another.	LAN	R	●●●		PR
Aysen Abbey : Add 1 colorless mana to pool. 1, : Add ✱ to your pool. 2, : Add to your pool. 3, : Add to your pool.	LAN	U	●●		HL

Key																	
• Restricted	• Banned in Type 1.5 only	ABS Abstract	CU Cumulative Upkeep	EE Enchant Enchantment	EW Enchant World	LAN Land	SC Summon Creature										
• Banned	• Banned in Extended only	AC Artifact Creature	EA Enchant Artifact	EL Enchant Land	INS Instant	LL Legendary Land	SL Summon Legend										
		CR Current Rarity	EC Enchant Creature	EN Enchantment	INT Interrupt	MS Mana Source	SOR Sorcery										

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players guide

Name — Kind — CR — Rating — Sets Found
Description

Badlands LAN R ●●●●● L,U,R
: Add ● or ● to your mana pool. Counts as a Mountain and a Swamp.

Bad River LAN U ●● MG
Comes into play tapped. , Sacrifice: Search your library for an island or swamp. Put that land into play.

Balduvian Trading Post LAN R ●●● AI
When Post comes into play, sacrifice an untapped mountain or bury Post.
: Add 1 ● to your pool. 1, : Do one damage to target attacker.

Bayou LAN R ●●●●● L,U,R
: Add ● or ● to your mana pool Counts as a Swamp and a Forest.

Bazaar of Baghdad LAN R ●●●● AN
: Draw 2 cards; immediately discard 3 cards from your hand.

Bottomless Vault LAN R ●● FE,5th
Comes into play tapped. You may leave Vault tapped to put a counter on it.
: Remove any number of counters, adding ● for each one.

Brushland LAN R ●●●● IA,5th
: Add 1 colorless mana to your pool. : Add ● to your mana pool and take 1 damage. : Add ✱ to your mana pool and take 1 damage.

Caldera Lake LAN R ●●● TM
Comes into play tapped. : Add one colorless mana to your mana pool
: Add ● or ● to your mana pool. Caldera Lake deals 1 damage to you

Castle Sengir LAN R ●● HL
: Add 1 colorless mana to your pool 1, : Add ● to your pool.
2, : Add ● to your pool 2, : Add ● to your pool

Cathedral of Serra LAN U ● LG
All your white legends may band with other legends.

Cinder Marsh LAN U ●●● TM
: Add one colorless mana to your mana pool : Add ● or ● to your mana pool. Cinder Marsh does not untap during your next untap phase.

City of Brass LAN R ●●●●● AN,CH,5th
: Add 1 mana of any color. Take 1 damage whenever City is tapped.

City of Shadows LAN R ●● DK
: Remove one of your creatures from the game and put a counter on City of Shadows. : Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.

Coral Atoll LAN U ●● VS
Comes into play tapped. When Atoll comes into play, return an untapped island you control to your hand or bury Atoll. : Add 1 ● to your mana pool.

Crystal Vein LAN U ●● MG
: Add 1 ● to your mana pool. , Sacrifice: Add 2 ● to your mana pool.

Desert LAN C ●●● AN
: Add 1 ● to your mana pool. : Do 1 damage to any attacking creature after it deals damage.

Diamond Valley LAN R ●●●● AN
: Sacrifice a creature to gain life equal to its toughness.

Dormant Volcano LAN U ●● VS
Comes into play tapped. When Dormant Volcano comes into play, return an untapped mountain you control to owner's hand or bury Dormant Volcano.
: Add 1 ● to your mana pool

Dwarven Hold LAN R ●● FE,5th
Comes into play tapped. You may leave Hold tapped to put a counter on it.
: Remove any number of counters, adding ● for each one.

Dwarven Ruins LAN U ●●● FE,5th
Comes into play tapped. : Add ● to your mana pool. , Sacrifice Dwarven Ruins: Add ● ● to your mana pool.

Ebon Stronghold LAN U ●●● FE,5th
Comes into play tapped. : Add ● to your mana pool. , Sacrifice Ebon Stronghold: Add ● ● to your mana pool.

Elephant Graveyard LAN R ●●● AN
: Add 1 ● to your mana pool. : Regenerate an Elephant or Mammoth.

Everglades LAN U ●● VS
Comes into play tapped. When Everglades comes into play, return an untapped swamp you control to owner's hand or bury Everglades. : Add 1 ● to your mana pool.

Flood Plain LAN U ●● MG
Comes into play tapped. : Sacrifice Flood Plain: Search your library for a plains or island. Put that land into play.

Forest LAN C — L,U,R,4TH,IA,MG,5th
: Add ● to your mana pool.

Gemstone Mine LAN U ●●● WL
WhenGemstone Mine comes into play, put three counters on it. ,
Remove a counter from Gemstone Mine. Add one mana of any color to your mana pool. If there are no counters on Gemstone Mine, bury it.

Ghost Town LAN U ●● TM
: Add one colorless mana to your mana pool : Return Ghost Town to owner's hand. Use this ability only during another player's turn.

Glacial Chasm LAN U ●●● IA
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.

Grasslands LAN U ●● MG
Comes into play tapped. , Sacrifice Grasslands: Search your library for a forest or plains. Put that land into play.

Griffin Canyon LAN R ●● VS
: Add one colorless mana to your mana pool. : Untap target Griffin. That Griffin gets +1/+1 until end of turn.

Halls of Mist LAN R ● IA
CU : No creature may attack if it attacked during its controller's last turn.

Hammerheim LL U ●●● LG
: Add ● to your mana pool. : Remove landwalking from target creature until end of turn.

Havenwood Battleground LAN U ●●● FE,5th
Comes into play tapped. : Add ● to your mana pool. , Sacrifice Havenwood Battleground: Add ● ● to your mana pool.

Heart of Yavimaya LAN R ●●● AI
When Heart of Yavimaya comes into play, sacrifice a forest or bury Heart.
: Add ● to your mana pool. : Target creature gets +1/+1.

Hollow Trees LAN R ●● FE,5th
Comes into play tapped. You may leave Trees tapped to put a counter on it.
: Remove any number of counters, adding ● for each one.

Icatian Store LAN R ●● FE,5th
Comes into play tapped You may leave Store tapped to put a counter on it.
: Remove any number of counters, adding ✱ for each one.

Ice Floe LAN U ●● IA,5th
You may choose not to untap Ice Floe. : Tap a non-flying attacking creature. That creature doesn't untap as long as Ice Floe is tapped.

Island LAN C — L,U,R,4TH,IA,MG,5th
: Add 1 ● to your mana pool.

Island of Wak-Wak LAN R ●●●● AN
. Reduce the power of one flying creature to 0 until end of turn.

Jungle Basin LAN U ●● VS
Comes into play tapped. When Basin comes into play, return an untapped forest you control to owner's hand or bury Basin. : Add 1 ● to your pool.

Karakas LL U ●●●● LG
: Add ✱ to your mana pool. : Return target legend to owner's hand.

Karoo LAN U ●● VS
Comes into play tapped and you return an untapped plains you control to owner's hand or bury Karoo. : Add 1 ✱ to your mana pool

Karplusan Forest LAN R ●●●● IA,5th
: Add 1 to your mana pool. : Add ● to your mana pool and take 1 damage. : Add ● to your mana pool and take 1 damage.

Kjeldoran Outpost LAN R ●●●● AI
When Outpost comes into play, sacrifice a plains or bury Outpost. . Add W to your mana pool. 1 ✱, : Put a 1/1 soldier token into play.

Koskun Keep LAN U ●● HL
: Add 1 colorless mana to your pool. 1, : Add ● to your pool. ,
: Add ● to your pool 2, : Add ● to your pool.

Lake of the Dead LAN R ●●● AI
When Lake comes into play, sacrifice a Swamp or bury Lake : Add ● to your mana pool : Sacrifice a Swamp to add ● ● ● ● to your pool.

Land Cap LAN R ●● IA
If any counters are on Land Cap, it doesn't untap. Remove a counter from it at the end of your upkeep. : Add 1 to your mana pool and put a counter on Land Cap. : Add ✱ to your mana pool and put a counter on Cap.

Lava Tubes LAN R ●● IA
If any counters are on Lava Tubes, it does not untap. Remove a counter from Lava Tubes atend of your upkeep. : Add ● to your pool and put a counter on Tubes. : Add ● to your pool and put a counter on Tubes.

• **Library of Alexandria** LAN R ●●●●● AN
: Add 1 to your mana pool. : Draw one card from your library if you have exactly seven cards in hand.

Lotus Vale LAN R ●●● WL
When Lotus Vale comes into play, sacrifice two untapped lands or bury Lotus Vale. : Add three mana of any one color to your mana pool.

• **Maze of Ith** LAN U ●●●●● DK
: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.

Maze of Shadows LAN U ●● TM
: Add one colorless mana to your mana pool. : Untap target attacking creature with shadow. That creature neither deals nor receives combat damage.

Mishra's Factory LAN U ●●●● AQ,4th
: Add 1 to your mana pool or give any Mishra's Factory +1/+1 until end of turn. : Mishra's Factory becomes a 2/2 artifact creature, until end of turn.

• **Mishra's Workshop** LAN R ●●●●● AQ
: Add 3 to your mana pool which may only be used to cast artifacts.

Mogg Hollows LAN U ●●● TM
: Add one colorless mana to your mana pool. : Add ● or ● to your mana pool. Mogg Hollows does not untap during your next untap phase.

Mountain LAN C — L,U,R,4TH,AN,IA,MG,5th
: Add ● to your mana pool.

Mountain Stronghold LAN U ● LG
All your red legends may band with other legends.

Mountain Valley LAN U ●● MG
Comes into play tapped. , Sacrifice Mountain Valley: Search your library for a mountain or forest. Put that land into play.

Oasis LAN U ●● AN,4th
: Prevent 1 damage to any creature.

Pendelhaven LL U ●●●● LG
: Add ● to your mana pool. : Make target 1/1 creature +1/+2 until end of turn.

Pine Barrens LAN R ●●● TM
Comes into play tapped. : Add one colorless mana to your mana pool.
: Add ● or ● to your mana pool. Pine Barrens deals 1 damage to you.

Plains LAN C — L,U,R,4TH,IA,MG,5th
: Add ✱ to your mana pool.

Plateau LAN R ●●●●● L,U,R
. Add ● or ✱ to your mana pool. Counts as a Mountain and a Plains.

Quicksand LAN U ●● VS
: Add 1 to your mana pool. , Sacrifice Quicksand: Target attacking creature without flying gets -1/-2 until end of turn.

Rainbow Vale LAN R ●● FE
: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.

Reflecting Pool LAN R ●●● TM
: Add to your pool 1 mana of any type that any land you control can produce.

River Delta LAN R ●● IA
If there are any counters on Delta, it does not untap. Remove a counter from Delta at the end of your upkeep. : Add ● to your pool and put a counter on Delta. : Add ● to your mana pool and put a counter on Delta.

Rocky Tar Pit LAN U ●● MG
Comes into play tapped. , Sacrifice Rocky Tar Pit: Search your library for a swamp or mountain. Put that land into play.

Rootwater Depths LAN U ●●● TM
: Add one colorless mana to your mana pool. : Add ● or ● to your mana pool. Rootwater Depths does not untap during your next untap phase.

Ruins of Trokair LAN U ●●● FE,5th
Comes into play tapped. : Add ✱ to your mana pool. , Sacrifice Ruins of Trokair: Add ✱ ✱ to your mana pool.

Safe Haven LAN R ●● DK,CH
2, : Remove a creature you control from game. During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play.

Salt Flats LAN R ●●● TM
Comes into play tapped. : Add one colorless mana to your mana pool.
: Add ● or ✱ to your mana pool. Salt Flats deals 1 damage to you.

Sand Silos LAN R ●● FE,5th
Comes into play tapped. You may leave Silos tapped to put a counter on it.
: Remove any number of counters, adding ● for each one.

Savannah LAN R ●●●●● L,U,R
: Add ✱ or ● to your mana pool. Counts as a Plains and a Forest.

Scabland LAN R ●●● TM
Comes into play tapped. : Add one colorless mana to your mana pool.
: Add ● or ✱ to your mana pool Scabland deals 1 damage to you.

School of the Unseen LAN U ●● AI
: Add 1 to your pool. 2, : Add 1 mana of any color to your pool.

Scorched Ruins LAN R ●●● WL
When Scorched Ruins comes into play, sacrifice two untapped lands or bury Ruins. : Add four colorless mana to your mana pool.

Scrubland LAN R ●●●●● L,U,R
: Add ✱ or ● to your mana pool. Counts as a Plains and a Swamp.

Seafarer's Quay LAN U ● LG
All your blue legends may band with other legends.

Sheltered Valley LAN R ●● AI
When Valley comes into play, bury any other Valley you control. During your upkeep, if you control 3 or fewer lands, gain one life. : Add ● to your pool.

Skyshroud Forest LAN R ●●● TM
Comes into play tapped. : Add one colorless mana to your mana pool.
: Add ● or ● to your mana pool. Forest deals 1 damage to you.

Snow-Covered Forest LAN U — IA
: Add ● to your mana pool.

Snow-Covered Island LAN U — IA
: Add ● to your mana pool.

Snow-Covered Mountain LAN U — IA
: Add ● to your mana pool.

Snow-Covered Plains LAN U — IA
: Add ✱ to your mana pool.

Snow-Covered Swamp LAN U — IA
: Add ● to your mana pool.

Soldevi Excavations LAN R ●●● AI
When Excavations comes into play, sacrifice an untapped island or bury Excavations. : Add 1 ● to your mana pool. 3, : Look at the top of your library. You may put that card on the bottom of your library.

Sorrow's Path LAN R ● DK
: Exchange two of opponent's blocking creatures. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.

Stalking Stones LAN U ●● TM
: Add one colorless mana to your mana pool. : Stalking Stones becomes a 3/3 artifact creature permanently.

• **Strip Mine** LAN U ●●●●● AQ,4th
: Add 1 to your mana pool. , Sacrifice: Destroy target land.

Sulfurous Springs LAN R ●●●● IA,5th
: Add 1 to your mana pool. : Add ● to your mana pool and take 1 damage. : Add ● to your mana pool and take 1 damage.

Svyelunite Temple LAN U ●●● FE,5th
Comes into play tapped. : Add ● to your mana pool. , Sacrifice Svyelunite Temple: Add ● ● to your mana pool.

Swamp LAN C — L,U,R,4TH,IA,MG,5th
: Add ● to your mana pool.

Tabernacle at Pendrell Vale LL R ●●● LG
All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.

Taiga LAN R ●●●●● L,U,R
: Add ● or ● to your mana pool. Counts as a Forest and a Mountain.

Teferi's Isle LL R ● MG
Phasing. Comes into play tapped. : Add ● ● to your mana pool.

Thalakos Lowlands LAN U ●●● TM
: Add one colorless mana to your mana pool. : Add ● or ✱ to your mana pool. Does not untap during your next untap phase.

Thawing Glaciers LAN R ●●●●● AI
Comes into play tapped. , : Search your library for a basic land and put it into play tapped. At the end of your turn, return Glaciers to owner's hand.

Timberline Ridge LAN R ●● IA
If any counters are on it, Ridge doesn't untap. Remove a counter from Ridge at end of upkeep. : Add ● to pool and put a counter on Ridge. : Add ● to pool and put a counter on Ridge.

Talaria LL U ● LG
: Add ● to your mana pool. : During upkeep, remove banding ability from target creature until end of turn.

Tropical Island LAN R ●●●●● L,U,R
: Add ● or ● to your mana pool. Counts as a Forest and an Island.

Tundra LAN R ●●●●● L,U,R
: Add ● or ✱ to your mana pool. Counts as an Island and a Plains.

Underground River LAN R ●●●● IA,5th
: Add 1 to your mana pool. : Add ● to your mana pool and take 1 damage. : Add ● to your mana pool and take 1 damage.

Underground Sea LAN R ●●●●● L,U,R
: Add ● or ● to your mana pool. Counts as a Swamp and an Island.

Undiscovered Paradise LAN R ●●● VS
: Add one mana of any color to your mana pool. At the beginning of your next untap phase, return Undiscovered Paradise to owner's hand.

Unholy Citadel LAN U ● LG
All your black legends may band with other legends.

Urborg LL U ●● LG
: Add ● to your mana pool. : Remove first strike or swampwalk ability from target creature until end of turn.

Urza's Mine LAN C ●● AQ,CH,5th
: Add 1 to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add 2 to your mana pool.

Urza's Power Plant LAN C ●● AQ,CH,5th
: Add 1 to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add 4 to your mana pool.

Urza's Tower LAN C ●● AQ,CH,5th
: Add 1 to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add 1 to your mana pool.

Vec Township LAN U ●●● TM
: Add one colorless mana to your mana pool. : Add ● or ✱ to your mana pool. Vec Township does not untap during your next untap phase.

Veldt LAN R ●● IA
If any counters are on Veldt, it doesn't untap. Remove a counter from Veldt at end of your upkeep. : Add ● to your mana pool and put a counter on Veldt : Add ✱ to your mana pool and put a depletion counter on Veldt.

Volcanic Island LAN R ●●●●● B,U,R
: Add ● or ● to your mana pool. Counts as an Island and a Mountain.

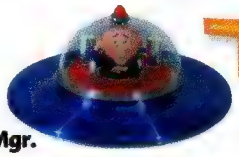
Wasteland LAN U ●●●● TM
: Add one colorless mana to your mana pool : Sacrifice Wasteland: Destroy target nonbasic land.

Winding Canyon LAN R ●●● WL
: Add one colorless mana to your mana pool. 2, : Until end of turn, you may play creature cards whenever you could play instants.

Wizards' School LAN U ●● HL
: Add 1 to your pool. 1, : Add 1 ● to your pool. 2, : Add ✱ to your pool. 3, : Add ● to your pool.


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GREAT LAKES GAMES presents the $2,500 GUARANTEED BOND TOURNAMENT. Palatine Holiday Inn, 1550 E. Dundee Rd. Call 847-934-4900 for directions. Sanctioned *Magic*™ tournament & convention. Format: *Tempest* sealed deck. Pre-register $18 or $20 at the door. Lots of side tournaments and auction. Dealer tables available. For more information on this or other tournaments call 847-222-1994 or ProTourUSA@aol.com.

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MISSOURI

MARCH 14, ST. LOUIS
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MARCH 28, ST. PAUL
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MARCH 20-22, CHERRY HILL
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MARCH 21, CHERRY HILL
GRAY MATTER CONVENTIONS & ANDON in New Jersey. Four Points Sheraton (GamersCon IV), 1450 Route 70, 609-428-2300. Sanctioned *MAGIC: THE GATHERING*™ PRO TOUR QUALIFIER. Sanctioned *Magic: The Gathering*™ convention & tournament. Professional Tournament Qualifier for Pro Tour—New York. Four slots will be awarded for the $150,000 NY Pro Tour. Main event is *Tempest* sealed deck. Over $500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant team tournament. Huge dealers area. Doors open 9am. $22 in advance, $25 at the door for the Pro Tour Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

MARCH 29, NEW JERSEY
GRAY MATTER CONVENTIONS in New Jersey. NEW HOTEL. Call for information. *MAGIC: THE GATHERING*™ PRO TOUR QUALIFIER. $1,000 in CASH PRIZES. Professional Tournament Qualifier for Pro Tour—New York. Two slots will be awarded for the $150,000 NY Pro Tour. Main event is *Tempest* sealed deck. Over $500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant team tournament. Also Junior Super Series Challenge, *Legend of the Five Rings* tournaments, Huge dealers area. Doors open 9am. $22 in advance, $25 at the door for the Pro Tour Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

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NEW YORK

MARCH 7, NEW YORK
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MARCH 15, NEW YORK
GRAY MATTER CONVENTIONS in New York City, Neutral Ground, 122 West 26th Street, 4th floor 212-633-1288. *MAGIC: THE GATHERING*™ PRO TOUR QUALIFIER. PROFESSIONAL TOURNAMENT Qualifier for Pro Tour—New York. One slot will be awarded for the $150,000 NY Pro Tour. Main event is *Tempest* sealed deck. Over $500 in CASH PRIZES for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant team tournament. Huge dealers area. Doors open

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MARCH 28, SYRACUSE
GRAY MATTER CONVENTIONS in Syracuse, ONCENTER, 800 South State St., Call 315-435-8000. *MAGIC: THE GATHERING™* PRO TOUR QUALIFIER. Sanctioned *Magic: The Gathering™* convention & tournament. Professional Tournament Qualifier for Pro Tour—New York. 1 slot will be awarded for the $150,000 NY Pro Tour. Main event is *Tempest* sealed deck. Over $500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant team tournament. Huge dealers area. Doors open 9am. $22 in advance, $25 at the door for the Pro Tour Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

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CALL FOR UPCOMING DATES, HARRISBURG
GRAY MATTER CONVENTIONS in Harrisburg. Radisson Penn Harris, 1150 Camp Hill ByPass, Camp Hill. Call 717-763-7117 for directions. *MAGIC: THE GATHERING™* PRO TOUR QUALIFIER. Sanctioned *Magic: The Gathering™* convention & tournament. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

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THE DAY I "FIXED" *MAGIC*

"Hey, you're not allowed to do that!" cried the pimply kid across from me.

"Oh, sorry," I said through a mouthful of chocolate-covered peanuts. "Did you want one?" I asked, offering the bag.

"No, I was talking about that play you tried to make. It's illegal."

Whew. I pulled my peanuts back to my side of the table and looked over the Magic *cards I had in play.*

"It says right here on the card that's how it's supposed to work," I said.

"Well, they ruled that you're not allowed to use a card twice on the same player."

"But I'm only using it once," I protested.

"Sorry."

I noticed that the player on my left was down to two life, so I tugged on the judge's sleeve and pointed at my neighbor.

"What if I target him?"

Befuddled, the judge started madly flipping through his rulebooks. After several minutes, he shrugged his shoulders.

"I can't find any rule that says you can't target a player in a different game, so I guess it's legal."

After this incident I knew it was time to drag out the ol' time machine and do my patriotic duty—go back in time and tell Richard Garfield about the problems, then he could fix them before they happened.

I remembered reading somewhere that Garfield had key inspirations at a 7-11 in Seattle on... Where was that article? Oh yeah, March 14th, 1993. I climbed into the time machine, set the dials and the next thing I knew I was standing in the rain outside a 7-11. It worked!

I walked into the store and sure enough, standing by the Slurpee machine scribbling on a napkin...

"Hey, you're Richard Garfield!" I cried out. "You invented *Magic*!"

"Huh?" He looked up from his banana-cherry Slurpee.

"I'm here to warn you about all kinds of problems you're going to have with your game."

"Like what?" he said, wiping syrup from his chin.

"Like those Moxes... They're way too powerful. And fans will get really upset when they can't track down the ultra-rare Mox Booger."

"No Booger..." he scribbled on his napkin.

"And Time Walk, Black Lotus—heck—even the Shivan Dragon. They're all *too* good."

"No Time Walk. No... say, how do you know so much about my game?"

"I was at your lecture on, um, monkey ranching."

"Ah, monkey ranches," he said with a smile. "Just give me a few good monkeys and..."

"Um, it's not just the cards though. The real problem is the rules; they're too confusing. All this timing and targeting and banding and summoning. It's just too much."

"I see," he said with a concerned look on his face.

"Is something wrong?" I asked.

"I was just pondering the practical applications of modifying the combat system to correlate with Hooke's law."

"I think you better leave the math degree out of it, professor. But maybe you could include a summon Cow Nose card," I said, whipping out my wallet to show him a string of pictures.

"She would get a +1/+1 bonus against..."

"Don't push it. You know I don't remember giving any lecture on..."

"Whooaa... look at the time," I said pointing at my watch. "I've gotta go, but remember, simple is better."

And with that, I dashed out of the 7-11 and returned to 1998. When I got back, I decided to stop by the local store and try my hand at a few games. With all the power cards gone and the rules trimmed down, I'd finally be able to kick a little behind myself.

But when I got to the store, nobody was playing *Magic*. Everyone was playing...

"*Spellfire?*" I cried, nearly dropping my peanuts. "What are you doing?!"

"We're 'mastering the magic' dude," came the response from a pudgy kid with stacks of cards.

"But what happened to the game *Magic*?" I said.

The store owner looked up, "We had that game in here a few years ago, but nobody wanted to play. It was too simple and none of the cards were all that interesting. I mean, who wants to play a game where one of the power cards is an overweight cat?

"Anyway, I hear the guy who invented the game is off managing monkey ranches."



Rick Swan logged a buttload of frequent time traveler miles to fix this mess. If everything went according to plan, Richard Garfield shouldn't remember any of this.

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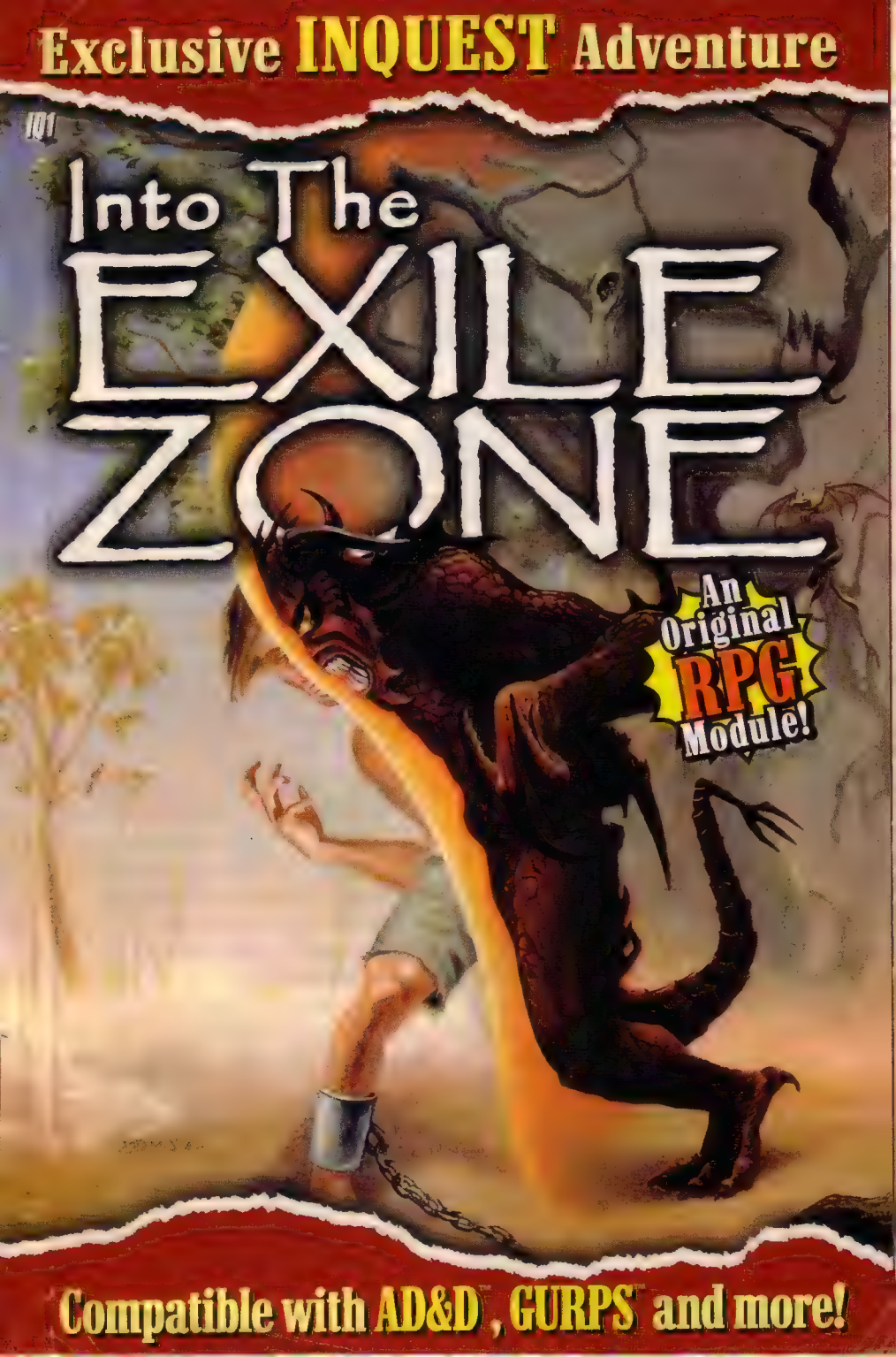
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101

Into The EXILE ZONE



Compatible with AD&D™, GURPS™ and more!

You've just been wrongly imprisoned, transformed into a mindless beast and within hours you'll be captured, tortured and skinned alive. Welcome to the Exile Zone.

This booklet is the companion to "Into the Exile Zone," the adventure which appears inside *InQuest* #36. The following information, which includes the background story, a map of the Zone and game statistics for *Advanced Dungeons & Dragons*, *Earthdawn* and *GURPS*, is for the gamemaster only.

HISTORY OF THE ZONE

By the *InQuest* staff. All illustrations by Allen G. Douglas.

The Exile Zone was created over 50 years ago when a transmuter's experiments with shapechanging magic went awry. The accident destroyed the wizard and polluted the Zone (an approximately 15x10-mile area) with chaotic magic. Since the accident, any creature or person entering the Zone is transformed into a mindless beast.

About two years ago, a budding sorceress named Inshara (apprentice to Xanalor, the local city wizard) was sent into the Zone. Protected by a magical sigil, her mission was to learn more about the nature of the place. While exploring the Zone, she discovered the remains of the transmuter's tower. With the knowledge she found there, she was able to harness the energy of the Zone to cast a sigil, similar to the one Xanalor had cast, upon herself. Only this sigil, because it was created by the magic of the Zone, was permanent.

As the sorceress learned to manipulate the magic of the Zone, she began experimenting by casting the sigil on others. With her magic she was able to restore their intelligence and, because she could just as easily remove the sigil, these creatures were bound in service to her. The sorceress assumed a new identity, as the creature K'mar, and gradually took control of the Zone.

The one thing over which K'mar did not have control was the manner of creature into which people were transformed when they entered the Zone. To secure more powerful followers, she needed more powerful creatures; the only way to ensure the creation of powerful creatures was by maintaining a steady flow of humans into the Zone.

Eventually, K'mar forged a deal with Xanalor and the neighboring city of Lorinthar. As long as they kept a stream of people coming into the Zone, she would export valuable hides and other body parts from the creatures she didn't choose as followers. More and more criminals and locals were sent into the Zone. Justice became increasingly harsh in Lorinthar, and drifters and vagabonds were forced

into the Zone by roving patrols because no one would miss them. With each wave of new entries, K'mar grew more powerful.

However, there were circumstances K'mar did not foresee. Not all of the creatures she converted were criminals; some were innocents who had been wrongly imprisoned in the Zone. Several of these creatures, horrified by K'mar's corrupt practices, banded together and fled from her stronghold.

Unable to escape the Zone, these renegades established a village near the Zone's eastern border and have been desperately searching for a way to stop K'mar. Their efforts have been fruitless so far; since they bear the sigil created by K'mar, they cannot approach her stronghold without her knowledge, and even if they could, she has the power to remove their sigils and return them to the doom of their bestial mentalities.

Other than the difficulties with the renegades, K'mar has a smooth operation going; her minions usually wait by the entrance of the Zone, nabbing new creatures as they enter. Some are added to her ranks, others are sent to the processing area to be skinned and stripped of all useable parts, and some prisoners of particular personal interest are chained to pillars in her main chamber and tortured.

Only a select few people in Lorinthar know of K'mar and the goings-on inside the Zone. The mayor, Xanalor and top traders and city guards who move the goods from the Zone know the truth, but they aren't talking; the whole town is happy so long as trade is booming. And business is good when you receive exotic skins and furs for free and sell them for a handsome price.

CREATURE BAZAAR

A sample of the wildlife roaming the Zone

BALTHOR: The balthor is a large creature that looks like a small whale, but walks on short, stubby legs. Its thick hide is virtually impervious to piercing and slashing forms of damage, but it is very slow and not particularly bright.

CUCKRAW: This humanoid creature has many bird-like features, including feathers, tiny three-toed feet and a long stork-like beak as long as half the height of its body. The cuckraw attacks from above by impaling its victim with its beak.

JAFFELKOP: This three-foot tall, rabbit-like herbivore has four multifaceted eyes on stalks. It is harmless to anything but plants, but its thick, soft fur makes it a tempting target for hunters.

PRISMATOSAUR: This reptilian quadruped is made of transparent crystal and is invisible under certain forms of light. It acts as a prism, reflecting light into the eyes of its prey, and is able to start fires from a distance.

QUAPHLING: This giant rodent with no hind legs burrows through the earth, weakening the ground above and causing its prey to fall underground to be eaten. It attacks with a paralytic venom and navigates by sound and vibration.

ZENEBORD: This five-foot tall, insectoid creature seems harmless—until it spreads its 30-foot wingspan. When the zenebord beats its wings, it creates a deafening buzzing and sweeping gusts of wind.



THE CITY OF LORINTHAR

The city of Lorinthar blossomed only a few years ago, springing up from a small farming village to a hub of trade and commerce. Thanks to the trade that has been set up between Xanalor and K'mar, Lorinthar has become one of the wealthiest cities in the area. There is no poverty; there are no beggars in the streets. Everyone who lives and works around the Exile Zone is well-off.

The shops in Lorinthar are not laid out like a typical bazaar. Instead, there is a storefront (like an outlet mall). Goods are on display in the open windows of the stores—it would be very easy to steal something, but no one in the city would dare. The shops include just about every type imaginable. There's Ardin's Armory, Firgle's Fine Weaponry, Bolthikar's Magic Shoppe (with almost every conceivable spell component), numerous taverns and inns—and even Madame Sorsha's Massage Parlor.

If the player characters (PCs) are looking for something exotic, they can find it in Lorinthar. All the shops have one thing in common, though: The prices are expensive; goods cost anywhere from two to 10 times their normal value. Then again, everything is of the highest quality. All the items in Lorinthar are unique, crafted from alien-sounding creatures.



Most of the people in Lorinthar don't know the true nature of the goods they buy and sell. They just know that these goods are imported from all over the land. Trade caravans are always entering and leaving the city. The people the PCs will be able to talk to get their raw materials from the traders; they don't know what goes on outside of that.

One thing all people in Lorinthar know is that crime is not permitted. Uniformed guards patrol the streets, ready to arrest anyone causing a disturbance. To keep people entering the Zone, guard captains have the authority to execute punishment, banishing prisoners into the realm of monsters. Lorinthar's officials are not interested in justice or fairness; they're interested in making sure people get sent to the Zone.

One important note: Lorinthar is so overwhelmed with the magic of the Zone that magic-detection spells and abilities have no effect. This phenomenon is unexplainable, and if the PCs ask around they'll just get a lot of shrugs.

TOURIST SPOTS

- **DRENDEL'S FRESH MEATS:** Drendel is one of many street dealers who doesn't own a shop but instead peddles his wares in a cart. Drendel has a variety of delicious meats that he sells hot, including such exotic beasts as the spicy juntlepon and the chewy balthor.
- **THE GEM BAZAAR:** This quaint shop is filled with a large assortment of gems, crystals, decorative jewelry and other fineries. The owner, Jarvis, is an expert in appraising and is always looking to trade for rare gems (for which he knows he can get a higher value outside of Lorinthar).
- **THE LUCKY RABBIT:** Looking to add to your pile of loot? The Lucky Rabbit is a gaming hall open at all hours for suckers, er, gamblers to try some games of chance. Unlike most gambling halls, you actually have a chance to win in the Rabbit (but the odds are still always in the house's favor).
- **THE TRADERS' GUILD:** The largest guild in the city belongs to the traders, which sponsors a variety of events within the city, including the annual Creature Bazaar, a parade of stuffed exotic beasts.
- **THE TRIPPING CRANE:** If you're just looking for a good stiff drink, this is the place to go. It's also a prime spot for information. The bartender Milo keeps tabs on what is happening in the city and is always up on the latest gossip.

The Nature of the Exile Zone

The Exile Zone is a place of powerful, chaotic magic. Any person entering the Zone is transformed—along with all items he is carrying—into a bizarre creature. The victim loses all semblance of his former personality, becoming the creature into which he has changed.

While entering the Zone is easy, leaving is much more difficult. The magical field surrounding the Zone prevents any creature from exiting the barrier without tremendous bodily harm; almost all creatures who attempt to leave the Zone will either be forced to turn back or die trying to escape. Even if a creature does manage to leave, the magic does not wear off; he remains a mindless beast.

Key Locations Within the Zone

1. Zone Entrance. Prisoners brought to the Zone enter through this portal. K'mar's minions often wait near this entrance when they know prisoners are being brought in so they can strike immediately.

2. Pit Trap. Those that aren't immediately hunted down when they enter the Zone often get caught in one of K'mar's traps. The pit traps, usually about 15 feet deep, are designed to capture, not kill.

3. Renegade Village. When the renegades fled from K'mar's fortress, they built a village so they could live as a civilized community instead of as beasts. The village is crudely constructed, made mostly of thatched huts and tree forts, but it allows the renegades to maintain a semblance of their humanity.

4. Wizard Tower Ruins. The tower that belonged to the transmuter who created the Zone used to be at this location. It has since been removed by K'mar, who has taken apart the tower to use in the construction of her own fortress. All that remains now is the foundation and the basement.

5. Coal Mine. This old quarry by the river is an old coal mine which has remained mostly untouched since the Zone was created over 50 years ago. The coal used to be gold; it was transformed when the Zone was created. When the Zone reverts back to normal, it will once again be a gold mine.

6. K'mar's Fortress. This large stone structure is set into the side of the mountain. Half is carved out of the mountain; the rest is in the process of being constructed with the bricks from the former wizard's tower.

7. Zone Breach. This small, nondescript area, about 50 feet wide, was discovered by K'mar some time ago. It is a small magical breach, through which one can leave the Zone without harm. It is through this area that K'mar ships goods out of the Zone. The breach is detectable only as a faint ripple in the normal border of the Zone; unless someone is looking for the breach, they are unlikely to find it.


Scale: 1 inch = 2.5 miles
1
2
3
4
5
6
7

PLAYER STATISTICS

GRUBSKIN



This humanoid creature has no visible eyes or nose, and several squid-like tentacles protruding from its mouth. Its skin is somewhere between slimy and rotting, and it has bulging pustules all over its body. The grubskin exists in a symbiotic relationship with thousands of tiny maggot-like grubs which live inside its body.

The grubskin has a frail body, but it possesses a powerful ranged ability. It can shoot the grubs from its pustules. These tiny creatures instinctively eat through just about anything with which they come in contact—including flesh and stone. However, the grubs' lives are short-lived; they usually die within 15-20 seconds of leaving their host's body.

Weird Sensations: The grubskin can feel little things wriggling inside its body and there are pustules on its body that seem as if they're ready to burst. However, the pustules do not break without active thought.

AD&D		EARTHDAWN		GURPS	
HD:	8	# ATTACKS:	2	ST:	12
HP:	44	ATTACK:	14	DX:	14
AC:	7	DAMAGE:	12	HT:	8/18
THACO:	11	PHYS. DEF:	8	MOVE:	5
# ATTACKS:	1	SOC. DEF:	9	DODGE:	4
DMG:	2d8	ARMOR:	3	PD:	0
MV:	12	DEATH:	40	DR:	5
SZ:	M (7' tall)	UNCON:	35	DMG:	2d6
		WOUND:	9	REACH:	R 5 hex
		MOVE:	24	SIZE:	1

SPECIAL ATTACK: Shoots maggots up to 15 feet. Maggots can burrow through any substance.
SPECIAL DEFENSE: Ruptured skin. Any successful close-combat strike against the grubskin causes a skin breach and the aggressor takes a half-damage attack from the grubskin's maggots.

STALKER



This bipedal cat-like creature is a vicious predator that stalks its prey with remarkably acute senses, including perfect night-vision. The stalker can see, smell and hear better than most wild animals. When hunting, it is able to lock its vision onto its prey, instinctively maintaining sight of its victim as it moves in for the kill. The stalker rarely tracks its prey; when it is hungry, it listens or looks for its quarry.

The stalker attacks with two sets of knife-like fingers. It doesn't have retractable claws; its fingers *are* claws. If both of its claw-attacks connect, the stalker can latch onto its victim, using the victim as an anchor to whip its powerful tail around for a third attack.

Weird Sensations: The stalker is very aware of its surroundings, and until it becomes comfortable with its heightened abilities, this causes a sense of paranoia. The stalker has little control over its tail—it tends to flutter about—unless its body is anchored.

AD&D		EARTHDAWN		GURPS	
HD:	7	# ATTACKS:	2 (3)	ST:	10
HP:	37	ATTACK:	12	DX:	13
AC:	0	DAMAGE:	11/9	HT:	14
THACO:	13	PHYS. DEF:	13	MOVE:	7
# ATTACKS:	3	SOC. DEF:	9	DODGE:	10
DMG:	2d6/2d6/1d8	ARMOR:	4	PD:	0
MV:	18	DEATH:	40	DR:	0
SZ:	M (6' tall)	UNCON:	35	DMG (Claw):	2d-2 cutting
		WOUND:	10	DMG (Tail):	1d blunt
		MOVE:	35	REACH:	C
				SIZE:	1

SPECIAL ABILITIES: Acute senses, night vision, 90 percent invisibility at night.

FLOWMORPH

A flowmorph is a transparent, amorphous ooze-like creature that can alter its shape. Fledgling flowmorphs have limited shapechanging ability; they can only assume concrete forms with which they are familiar, and it takes years to learn a form. For example, a human shapechanged into a flowmorph would be able to assume a humanoid form, but it would not be able to hold any other form. However, all flowmorphs have the instinctive ability to squeeze their puddle-like bodies through small cracks.

The flowmorph is not a combat-monger, but it can be deadly in battle. While in puddle-form, it attacks by attempting to envelop its target, covering its victim's breathing orifices. The flowmorph can also attack using the normal attack mode of the form it currently maintains, although this is much less effective. Because of its resilient nature, it is harder to damage a flowmorph—they take only half damage from all types of attacks, except fire.



Weird Sensations: The flowmorph normally exists as a puddle. When it gives concentration to a form or body part with which it is familiar, it just kind of assumes that form. When possible, the flowmorph feels a desire to be in a cold, hard location.

AD&D		EARTHDAWN		GURPS	
HD:	7	# ATTACKS:	1	ST:	9
HP:	40	ATTACK:	13	DX:	10
AC:	6	DAMAGE:	7 (fist)/ 12 (smother)	HT:	10/15
THACO:	15	PHYS. DEF:	10	MOVE:	5
# ATTACKS:	1 or 2	SOC. DEF:	11	DODGE:	5
DMG:	Special or 1d4/1d4	ARMOR:	12	PD:	3
MV:	9	DEATH:	40	DR:	3
SZ:	M (5' tall)	UNCON:	30	DMG (Fist):	1d+1 blunt
		WOUND:	10	REACH:	C
		MOVE:	25	SIZE:	1

SPECIAL ATTACK: Suffocation. If successful, victim suffers -2 to all rolls on next round and -5 on the following round and dies round after that.
SPECIAL DEFENSES: 1) Half damage from all attacks, except fire. 2) Fluid body. Flowmorphs can shapechange into various humanoid forms and squeeze through small spaces and cracks.

BALEWORM

This predatory creature uses its thick, acid-secreting body to secure its prey, then chews off pieces of the victim with its powerful jaws. The baleworm can also burrow into the ground, creating a tunnel anywhere from three feet to eight feet in diameter, depending on how much acid it chooses to secrete. The digging is loud, as it causes the ground to rumble, and the worm can only burrow for a maximum of 20 yards before it must come up for air.

The worm attacks by lunging at its target and wrapping its body around the victim. Alternatively, it can attack by gnashing its teeth, an ability the worm must often use when forced to fight creatures too large for it to ensnare. If the worm manages to wrap around its target, it can squeeze the victim, secreting an acidic substance in the process. The acid softens the creature, making it easier to chew.



Weird Sensations: The baleworm often feels a desire to be underground, but when it burrows the soil feels unpleasantly tight against its body. The worm also has great difficulty swallowing while it is uncoiled.

AD&D		EARTHDAWN		GURPS	
HD:	7	# ATTACKS:	1	ST:	12
HP:	45	ATTACK:	11	DX:	10
AC:	4	DAMAGE:	12 (bite)/ 4 (snare)	HT:	13
THACO:	14			MOVE:	6
# ATTACKS:	1	PHYS. DEF:	8	DODGE:	5
DMG:	1d8+4 (Bite)	SOC. DEF:	12	PD:	3
	1d8 (Tail Slap)	ARMOR:	6	DR:	4
MV:	9 (Burrow 6)	DEATH:	55	DMG (Bite):	2d cutting
SZ:	L (10' Long)	UNCON:	45	DMG (Acid):	1d-3
		WOUND:	9	REACH:	C
		MOVE:	25 (Burrow 15)	SIZE:	3

SPECIAL ATTACK: Ensnare. Attack does no damage, but acid eats away 1d6 points per round and Worm is +2 to hit on bite attacks. Victim can break free with successful strength check.
SPECIAL DEFENSE: Burrowing.

GEOPHAGE



This fierce creature has large stone-like plates of armor and a powerful pair of arms that can break through trees, stone and bone. The geophage subsists on a diet of minerals, pounding through earth and stone to find nutrients. It moves, albeit slowly, by leaning on its front arms and swinging its back legs through between them.

Short-tempered, the geophage can be deadly when provoked to battle. The creature digs and fights by rearing back on his hind legs and bringing his arms crashing down. The powerful blow can fell a tree with one strike and, with persistence, eventually pound through stone. The geophage is not invulnerable, though. Even piercing and slashing attacks can put chips in its armor.

Weird Sensations: The geophage has a hunger for stone, although it does not have teeth capable of biting off a piece of rock. It is not comfortable when its arms are raised, as it requires great effort to keep them off the ground.

AD&D		EARTHDAWN		GURPS	
HD:	8	# ATTACKS:	2	ST:	18
HP:	60	ATTACK:	11	DX:	6
AC:	2	DAMAGE:	15	HT:	16
THACO:	12	PHYS. DEF:	8	MOVE:	5
# ATTACKS:	2	SOC. DEF:	10	DODGE:	3
DMG:	3d6/3d6	ARMOR:	15	PD:	6
MV:	9	DEATH:	60	DR:	10
SZ:	L (9' tall)	UNCON:	35	DMG (Claw):	3d crushing
		WOUND:	12	REACH:	C
		MOVE:	20	SIZE:	3

SPECIAL ATTACK: Earthquake punch. All creatures on the ground within 30 feet have a 50 percent chance of being knocked down (-4 penalty to next die roll).

WINGED SLURRY



The winged slurry is a hemovore, its diet consisting mainly of the blood of other animals. It has a cement-like spit which it uses to immobilize its prey. The quick-drying cement can lock the victim's feet to the ground. Once the creature is stationary, the slurry draws its victim's blood by plunging its spiked tail into the creature's body.

The slurry is not a graceful flier, but it has enough wingpower to hover above its target so that it can pinpoint its spit-attack and then dive in to feed. Alternatively, the slurry can attack with its claws, but this leaves it extremely susceptible to retaliation.

Weird Sensations: The slurry usually has quite a bit of phlegm in its throat, which takes a little getting used to. The thought of blood makes the slurry salivate—not through its mouth, but through its tail.

AD&D		EARTHDAWN		GURPS	
HD:	6	# ATTACKS:	2	ST:	12
HP:	36	ATTACK:	10	DX:	10
AC:	4	DAMAGE:	10 (claws)/ 8 (tail)	HT:	12
THACO:	15			MOVE:	12
# ATTACKS:	1	PHYS. DEF:	9	DODGE:	5
DMG:	1d6 (Tail Swipe)/ 2d6 (Claws)	SOC. DEF:	11	PD:	1
		ARMOR:	6	DR:	1
		DEATH:	40	DMG (Tail):	1d-1 cutting
MV:	6, Fl 12 (B)	UNCON:	36	DMG (Claw):	2d-1
SZ:	M (6' long)	WOUND:	9	REACH:	R (spit), C
		MOVE:	45 (flying)	SIZE:	2

SPECIAL ATTACKS: 1) Cement spit. Does no damage, but automatically immobilizes area of the body that is hit; victim attacks at -4 to hit. 2) Tail swipe. If successful, Slurry may suck blood for 1d6 points of damage per round.
SPECIAL ABILITY: Flight.

MONSTER STATISTICS

K'MAR



K'mar no longer has a natural form within the Zone, although she usually appears as a humanoid demonic figure with bright crimson, translucent skin and a coarse, sand-paper hide. This form also has retractable wings which allow her to fly. When K'mar first appears before the PCs, she will appear smaller and more frail, but her first shapechange will be into this demonic form. Her fiery fists deliver a powerful blow, but as soon as she is threatened, she will switch to another form.

K'mar will readily assume any of the PCs forms, as well as those listed elsewhere in the booklet. For example, if K'mar is about to take a nasty hit, she'll change into a stegosaurus-like creature with armored plates. If the baleworm or ooze tries to ensnare or envelop her, she'll change into a slimy serpent, sliding her way out to safety. It is possible for K'mar to take some damage, but she'll be able to avoid most hits. As the battle nears its end, she will transform into a red dragon transform into an arachnigon—a fire-breathing, dragon-spider.

DEMON-FORM STATISTICS:

AD&D		EARTHDAWN		GURPS	
HD:	15	# ATTACKS:	2	ST:	16
HP:	120	ATTACK:	12	DX:	13
AC:	-1	DAMAGE:	12	IQ:	17
THACO:	9	PHYS. DEF:	10	HT:	18
# ATTACKS:	2	SOC. DEF:	13	MOVE:	8 (Ground)/ 14 (Fly)
DMG:	2d8	ARMOR:	10	DODGE:	4
MV:	15 , Fl 18 (C)	DEATH:	120	PD:	4
SZ:	L (11' Tall)	UNCON:	110	DR:	7
INT:	Genius (17-18)	WOUND:	10	DMG:	2d
XP:	12,000	MOVE:	35 Flying	REACH:	C
		LEGEND PTS:	2,500	SIZE:	2

SPECIAL ABILITIES: May shapechange into any form once per round at any time during the round, even in the middle of an attack.

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K'MAR'S MINIONS

PORCUPINE WOLVES

These wolf-like creatures have varying unique features: porcupine-like quills that they can fire at range, spikes running down their spine, long curved fangs. But essentially, they fight like a pack of wolves, circling their prey and then moving in for the attack. Once a few members of the pack have been taken down, the rest will flee.

AD&D		EARTHDAWN		GURPS	
HD:	3	# ATTACKS:	1	ST:	10
HP:	16	ATTACK:	9	DX:	14
AC:	7	DMG:	12 (claws)/ 6 (quills)	IQ:	6
THACO:	18			HT:	12
# ATTACKS:	1	PHYS. DEF:	9	MOVE:	6
DMG:	1d8 (Claws) 1d4 (Quills)	SOC. DEF:	5	DODGE:	7
		ARMOR:	2	PD:	2
MV:	18	DEATH:	30	DR:	2
SZ:	M (6' Long)	UNCON.:	25	DMG (Sword):	1d cutting
INT:	Low (5-7)	WOUND:	8	DMG (Quill):	1d-1 impaling
XP:	175	MOVE:	45	REACH:	R (10), C
		LEGEND PTS:	80	SIZE:	2

FORTRESS GUARDS

There are 20 humanoids guarding the main entrance. Various distinctive traits of this motley crew include lizard-like scales, smooth metallic skin, bear-like hide, etc. The guards' job is to protect the entrance, attacking any wandering monsters and sigil-bearing creatures that they do not recognize. The creatures have different attack modes, but they all basically involve two attacks with natural weapons—sword-like arms, claws, stone fist, etc.

AD&D		EARTHDAWN		GURPS	
HD:	6	# ATTACKS:	2	ST:	10
HP:	35	ATTACK:	10	DX:	10
AC:	5	DMG:	12	IQ:	9
THACO:	15	PHYS. DEF:	8	HT:	12
# ATTACKS:	2	SOC. DEF:	6	MOVE:	5
DMG:	1d8 (Swords) 1d6 (Claws) 2d6 (Stone Fists)	ARMOR:	5	DODGE:	5
		DEATH:	35	PD:	2
MV:	12	UNCON.:	30	DR:	2
SZ:	M (7' Tall)	WOUND:	9	DMG (Sword):	2d cutting
INT:	Very Intelligent (11-12)	MOVE:	30	DMG (Claws):	1d cutting
		LEGEND PTS:	115	DMG (Fists):	2d blunt
XP:	420			REACH:	C
				SIZE:	1

BREEDING CHAMBER GUARD

The lone guard in the breeding chamber is a burly humanoid creature with thin dreadlock-like tentacles dripping from its face and several whip-like appendages, which it uses to keep other creatures in line. Each successful strike has a 10 percent cumulative chance of paralyzing the victim for 4d6 rounds.

AD&D		EARTHDAWN		GURPS	
HD:	7	# ATTACKS:	4	ST:	13
HP:	42	ATTACK:	11	DX:	13
AC:	4	DMG:	8	IQ:	15
THACO:	14	PHYS. DEF:	10	HT:	12
# ATTACKS:	4	SOC. DEF:	10	MOVE:	7
DMG:	1d6	ARMOR:	4	DODGE:	6
MV:	12	DEATH:	50	PD:	2
SZ:	L (9' Tall)	UNCON.:	40	DR:	2
INT:	Very Intelligent (11-12)	WOUND:	10	DMG (CLAW):	1d6-1
		MOVE:	25	ATTACKS:	4 separate attacks
XP:	1,400	LEGEND PTS:	200	REACH:	C2
				SIZE:	1

SKINNERS

The creatures K'mar has chosen to skin and pick apart the victims of the Zone were chosen because of their natural abilities. These tall, thin beings have long, razor-sharp fingers that can slice open other creatures as well as carefully pick out individual organs. However, the creatures are not trained for combat and will, therefore, avoid it if possible.

AD&D		EARTHDAWN		GURPS	
HD:	3	# ATTACKS:	2	ST:	11
HP:	18	ATTACK:	7	DX:	8
AC:	8	DMG:	8	IQ:	15
THACO:	18	PHYS. DEF:	7	HT:	10
# ATTACKS:	2	SOC. DEF:	7	MOVE:	5
DMG:	2d8/2d8	ARMOR:	0	DODGE:	4
MV:	12	DEATH:	25	PD:	1
SZ:	L (8' Long)	UNCON.:	20	DR:	1
INT:	Very Intelligent (11-12)	WOUND:	8	DMG (Sword):	2d-2
		MOVE:	30	REACH:	C
XP:	120	LEGEND PTS:	70	SIZE:	1

K'MAR'S GUARDIAN

This beast is a large spidery-crab creature with 10 spiky legs and thick armored plates covering its back. It attacks by twisting its spiked legs into the air and bringing them down on its target. It has circular vision, allowing it to see and attack on all sides, but it can be confused if flanked and loses an attack for each leg which is disabled.

AD&D		EARTHDAWN		GURPS	
HD:	10	# ATTACKS:	6	ST:	14
HP:	75	ATTACK:	12	DX:	13
AC:	2	DMG:	11	IQ:	7
THACO:	13	PHYS. DEF:	9	HT:	14/30
# ATTACKS:	6	SOC. DEF:	12	MOVE:	6
DMG:	2d6	ARMOR:	8	DODGE:	4
MV:	6	DEATH:	70	PD:	5
SZ:	H (15' Long)	UNCON.:	60	DR:	18
INT:	Low (5-7)	WOUND:	13	ATTACKS:	6 separate
XP:	2,000	MOVE:	60	DMG:	2d-2
		LEGEND PTS:	650	REACH:	C2
				SIZE:	8

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Knights of Azger



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Nation



Heavenly Order

MechBot

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